

**FIG. 2**

# DATA PACKET FRAGMENTATION IN A CABLE MODEM SYSTEM

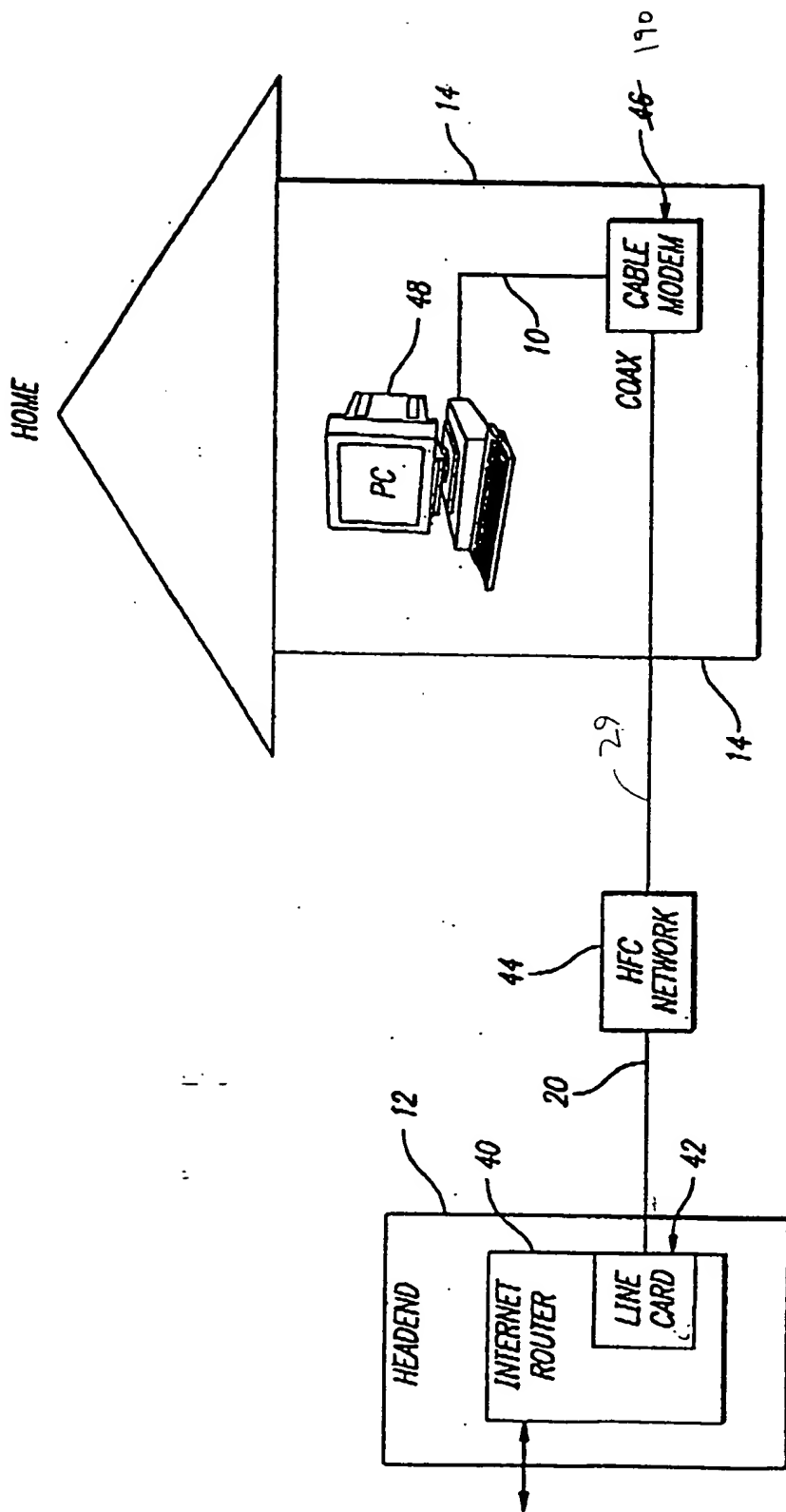


FIG. 3

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

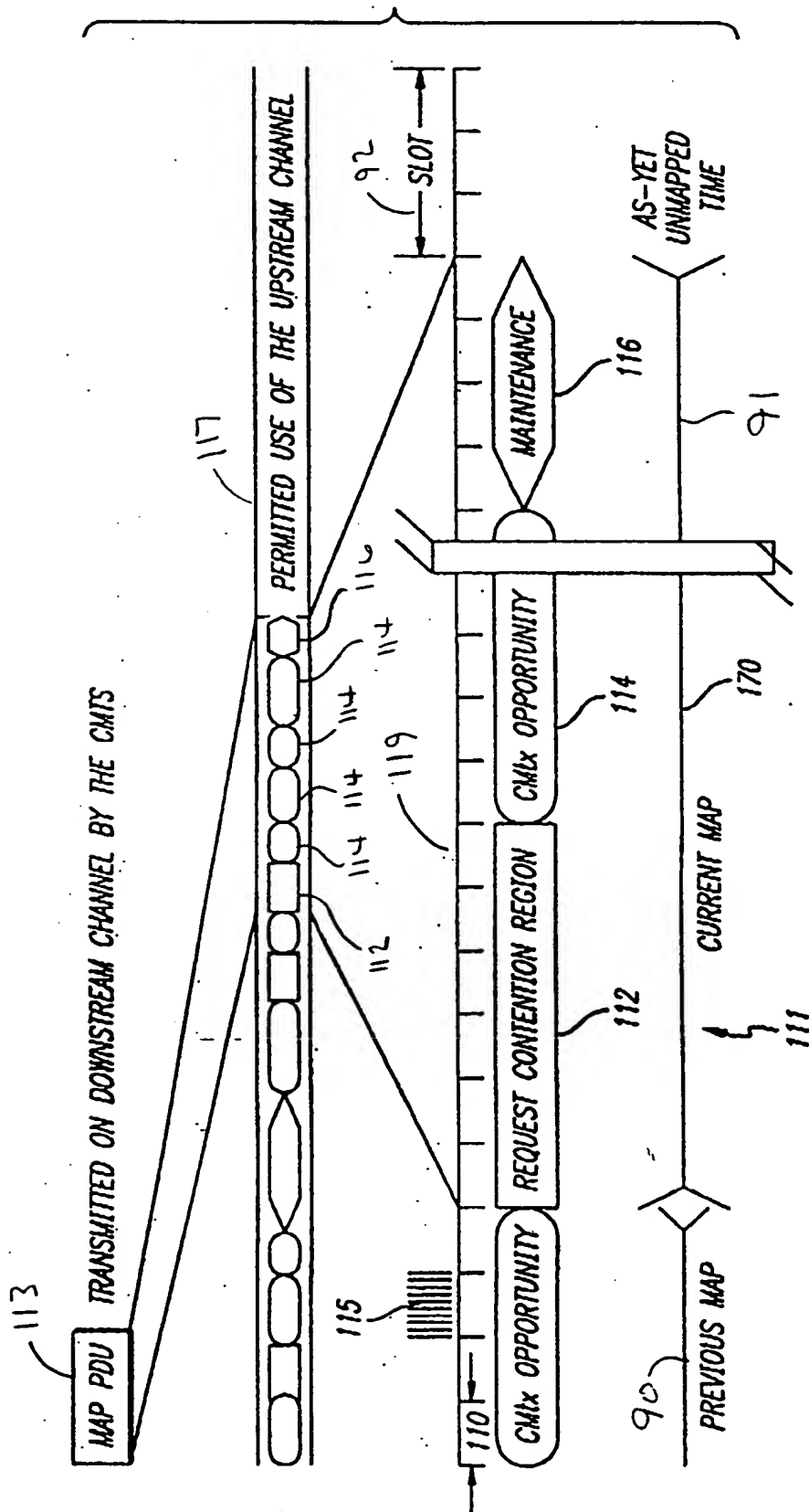


FIG. 4

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

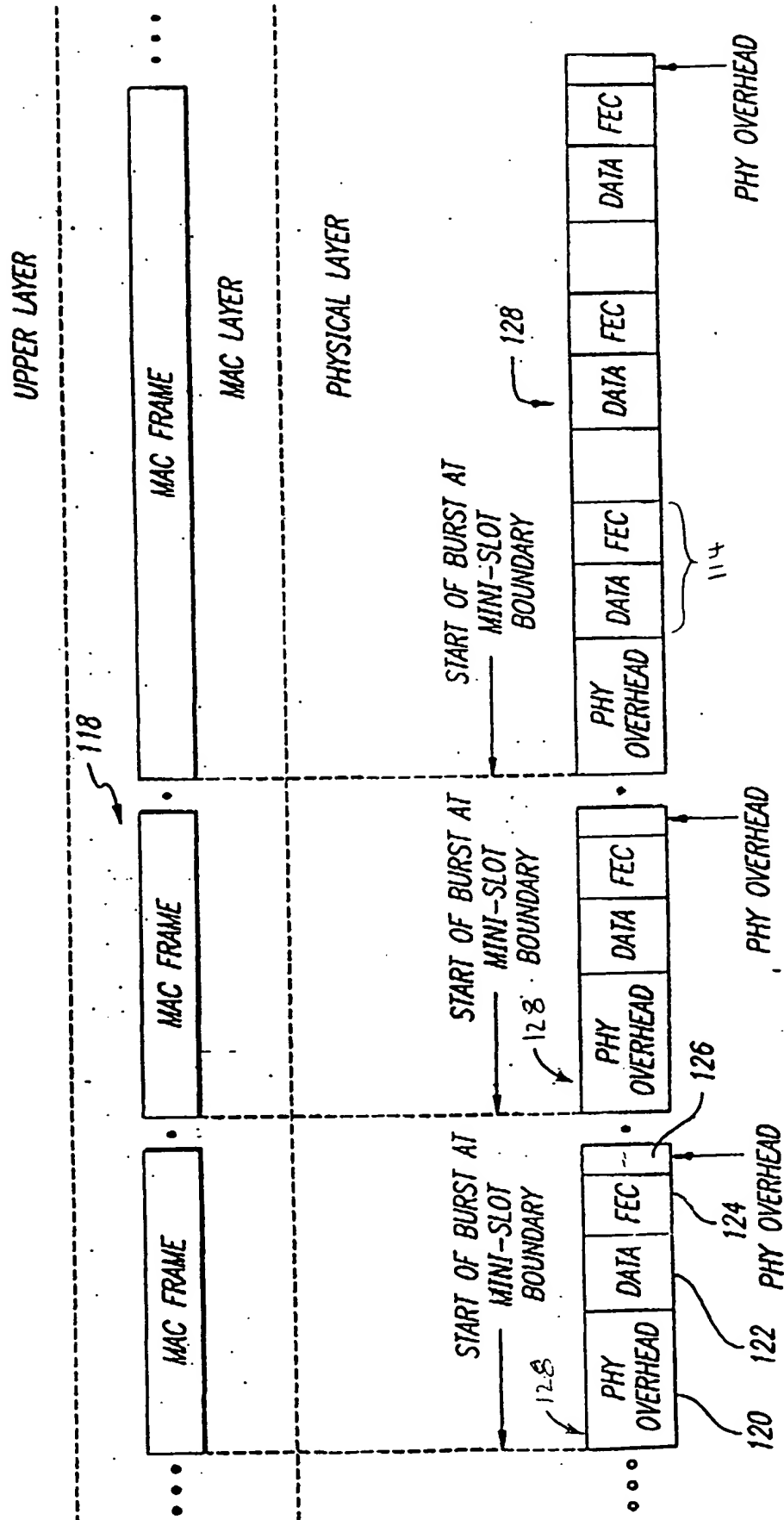


FIG. 5

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

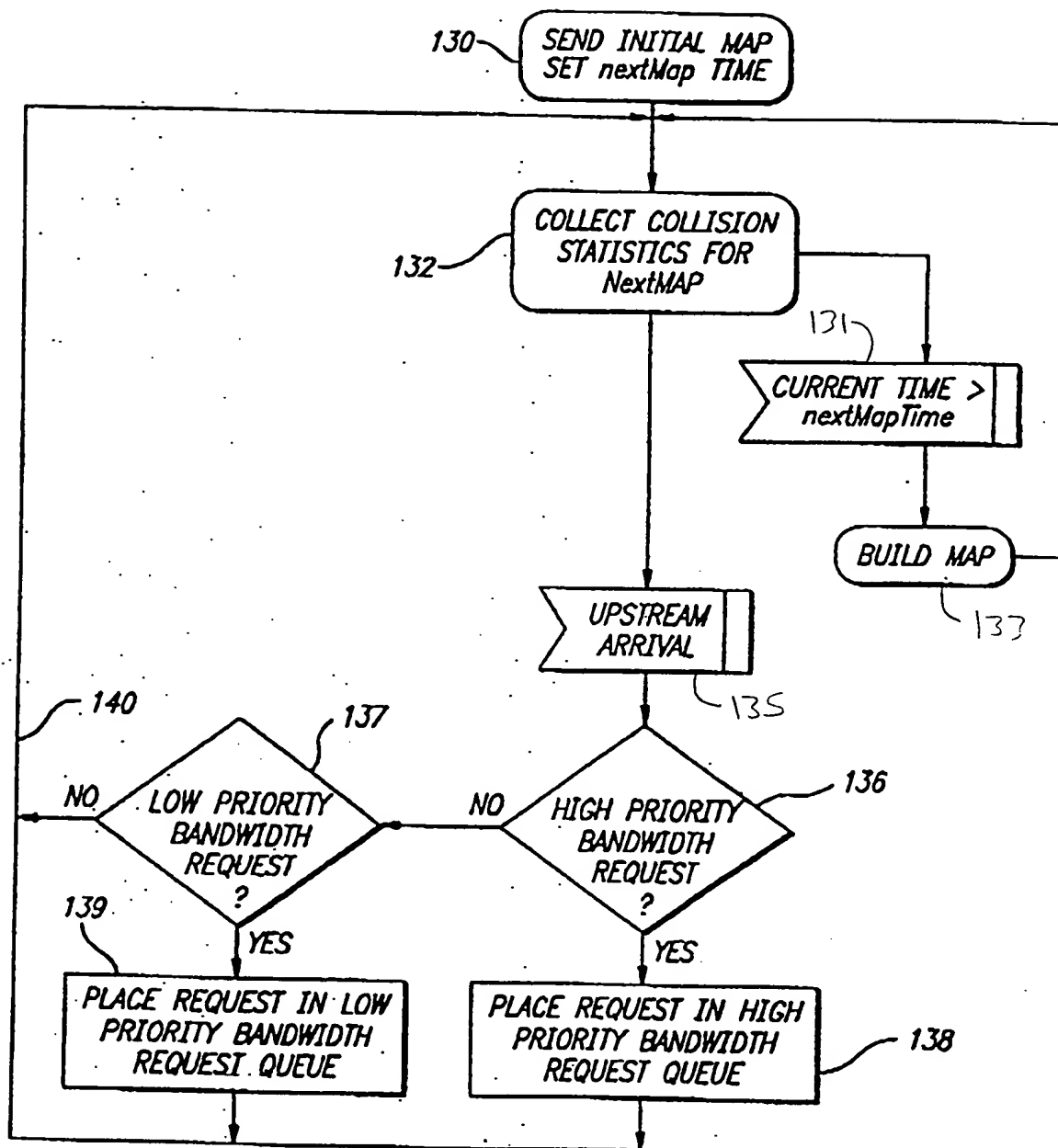


FIG. 6

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

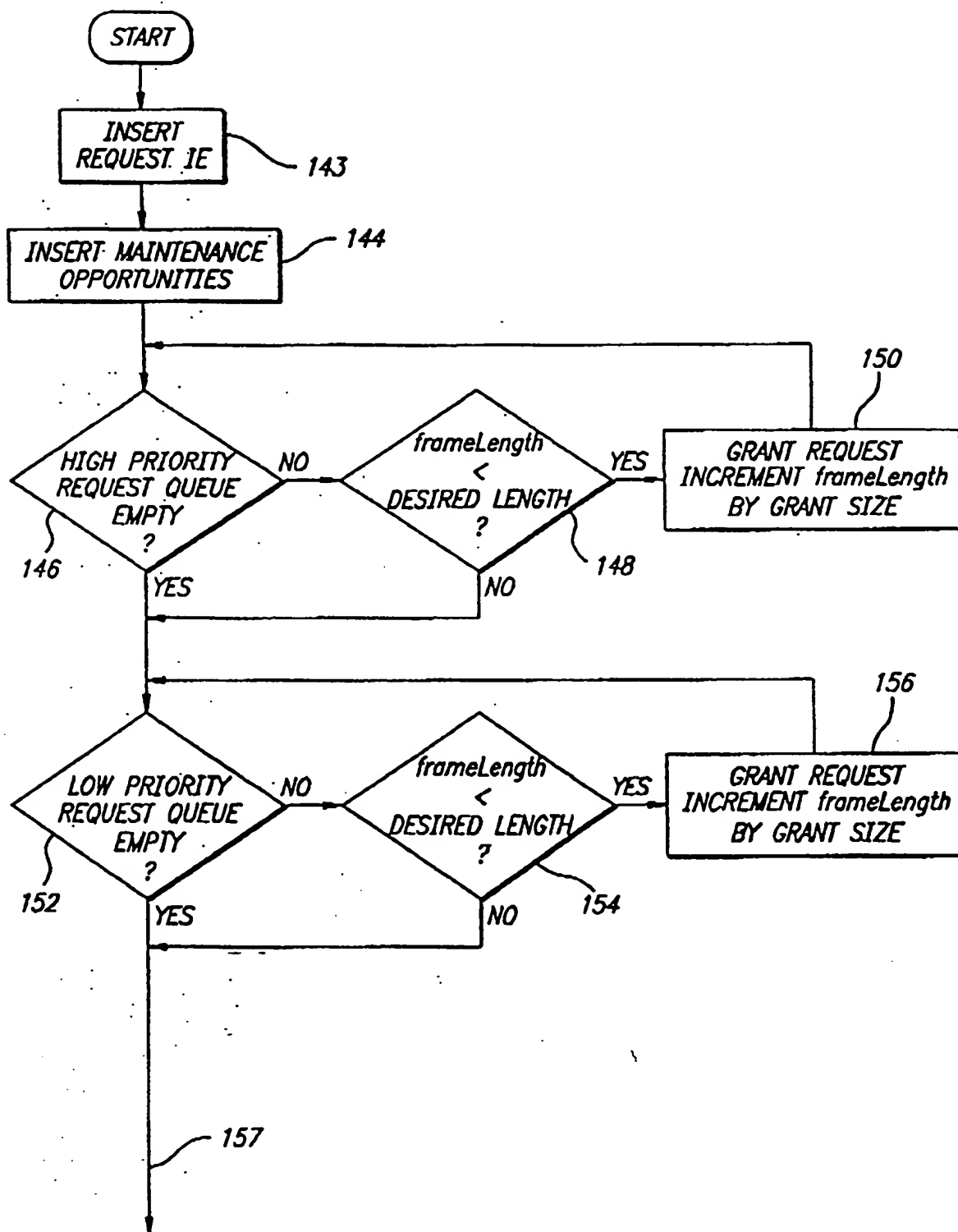


FIG. 7

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

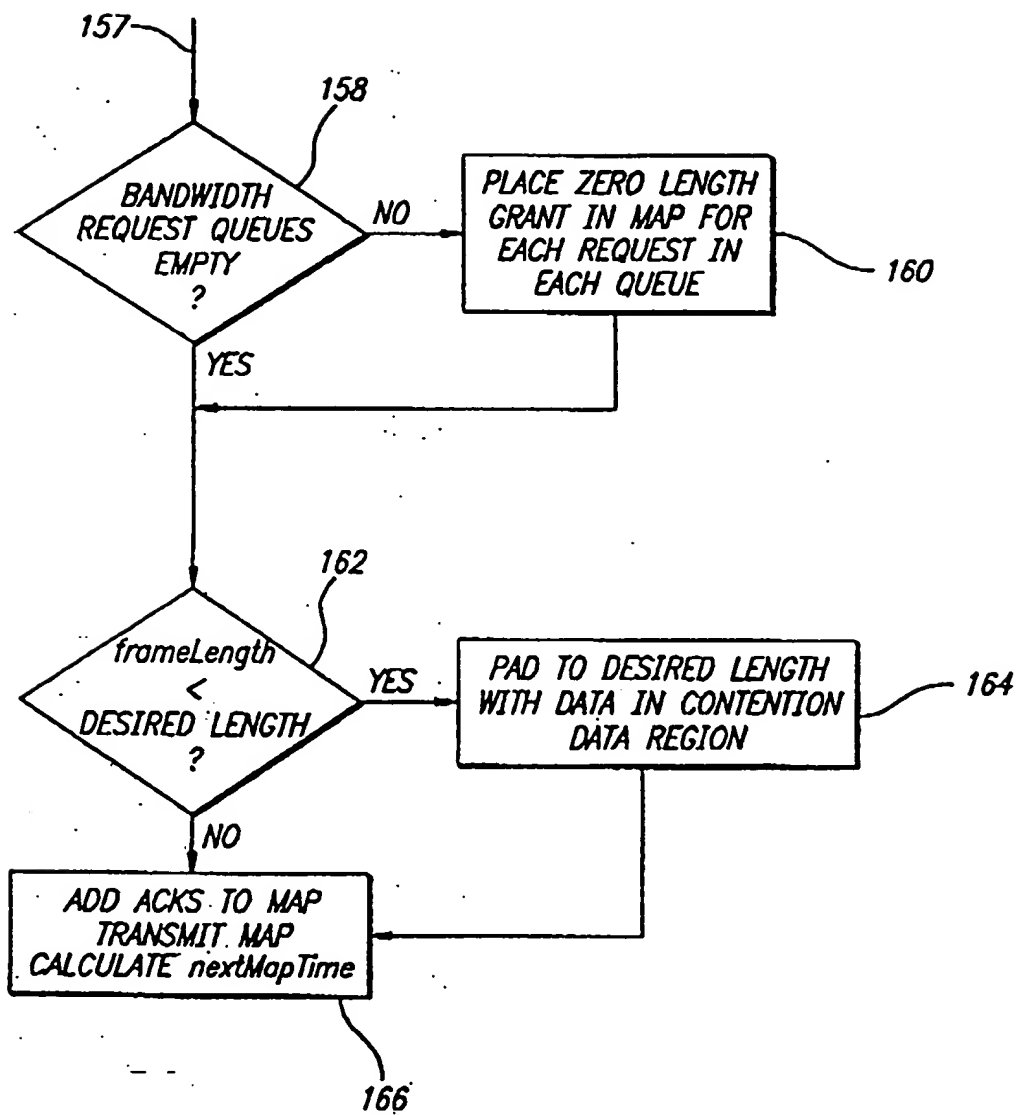


FIG. 8

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM



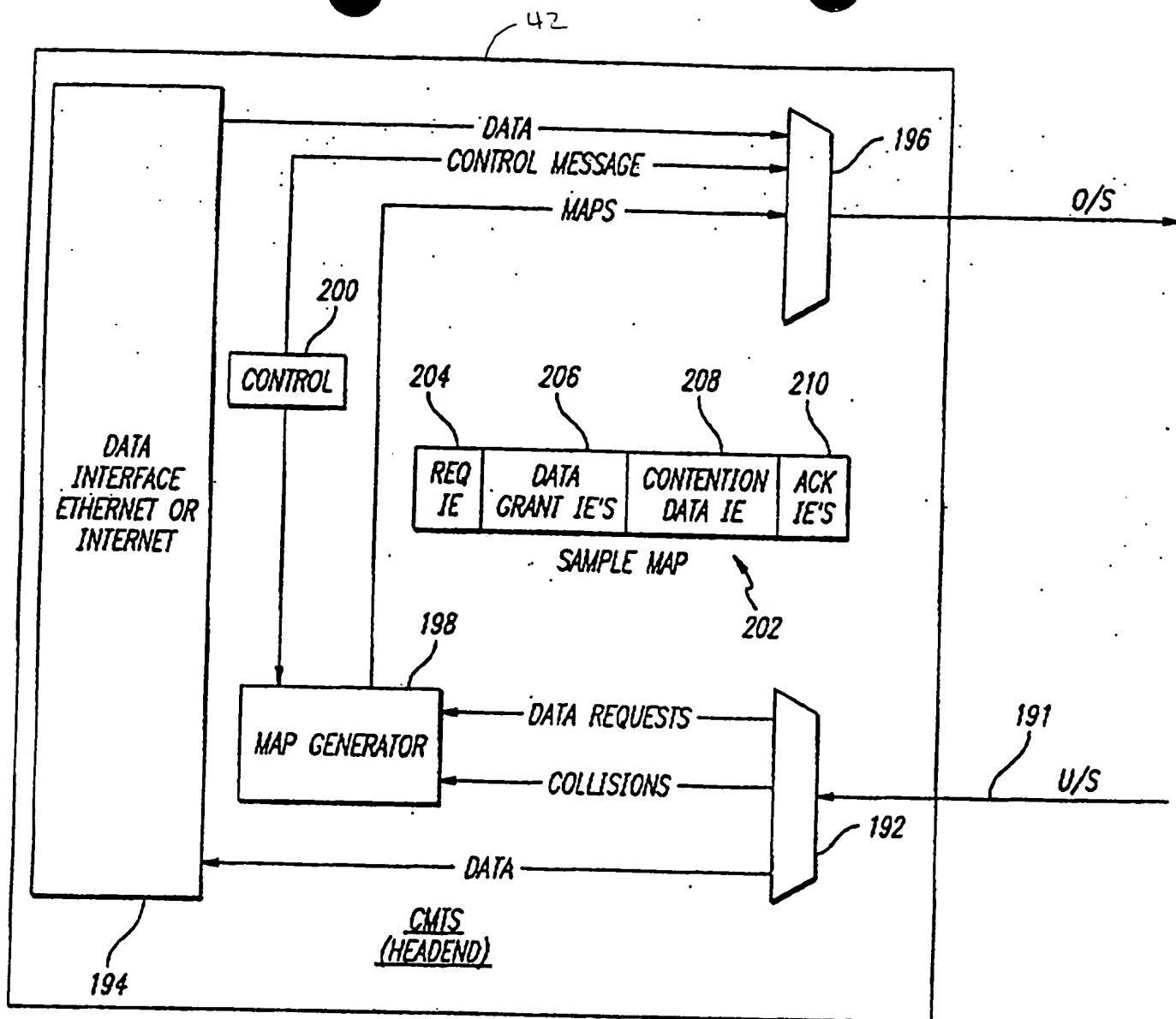


FIG. 9

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

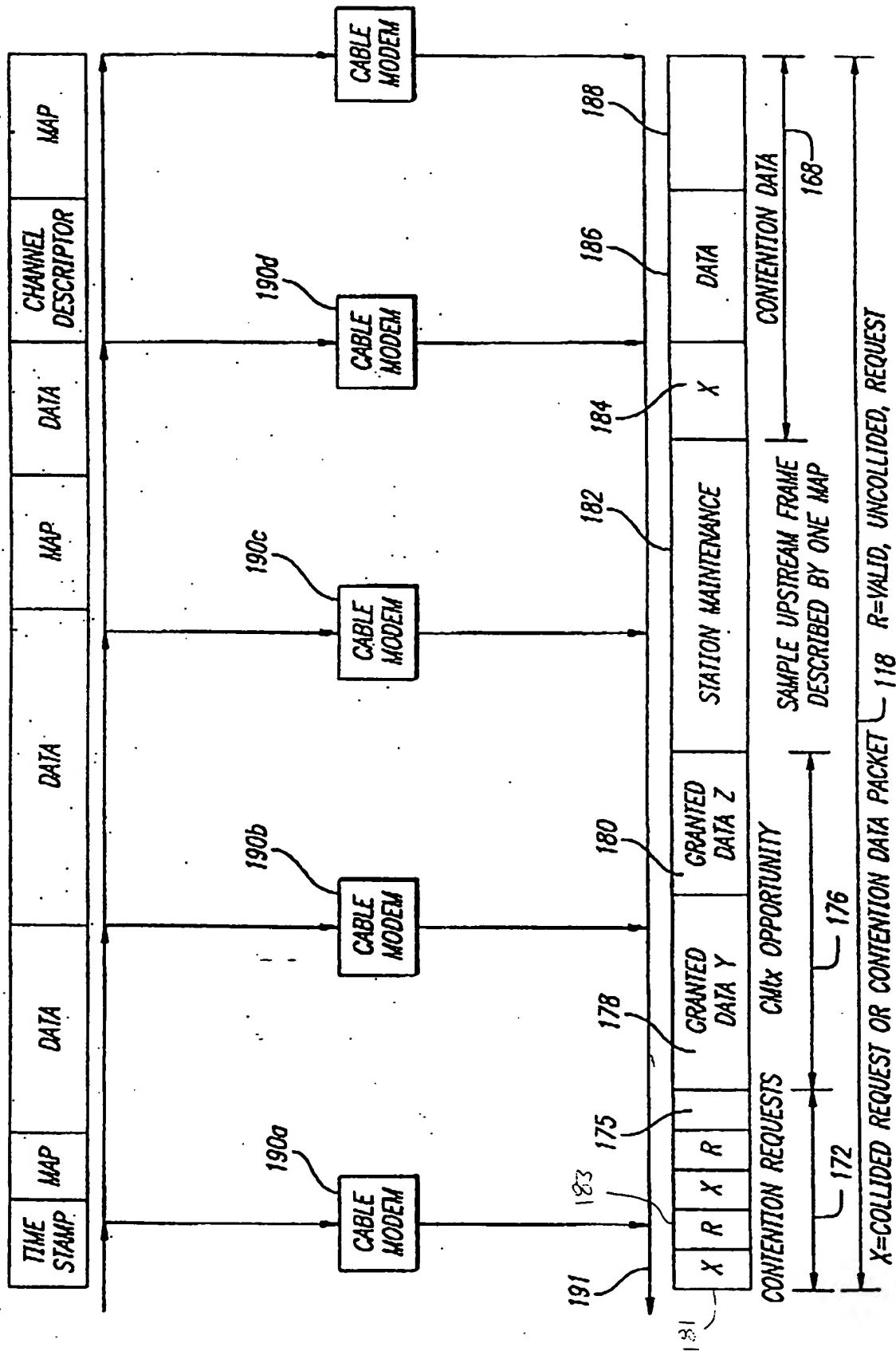


FIG. 10

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

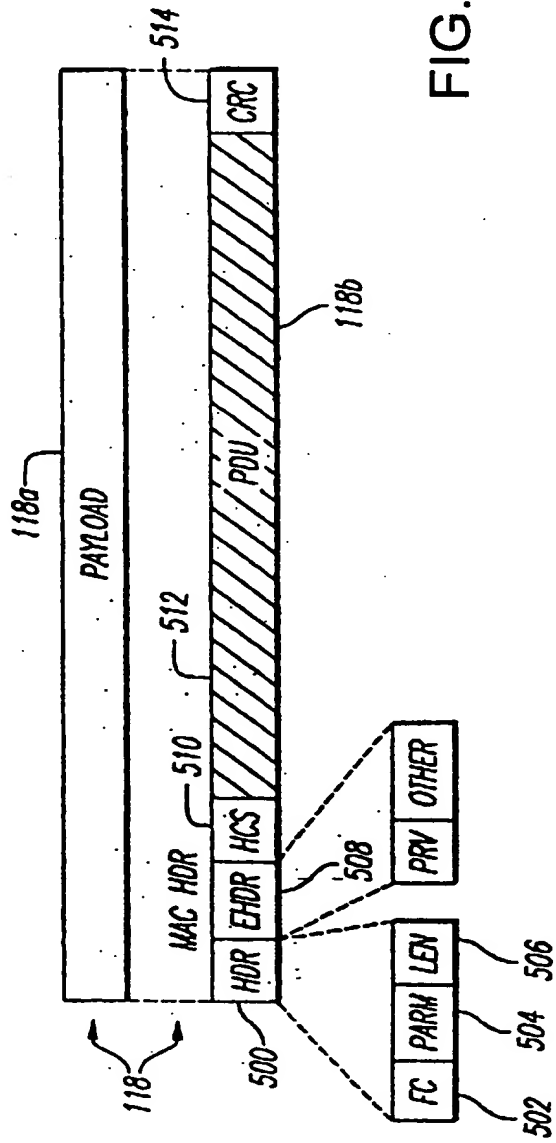


FIG. 11

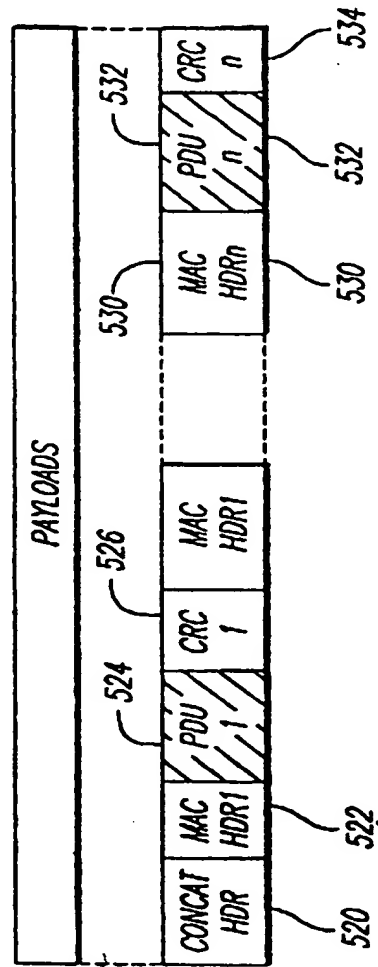


FIG. 12

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

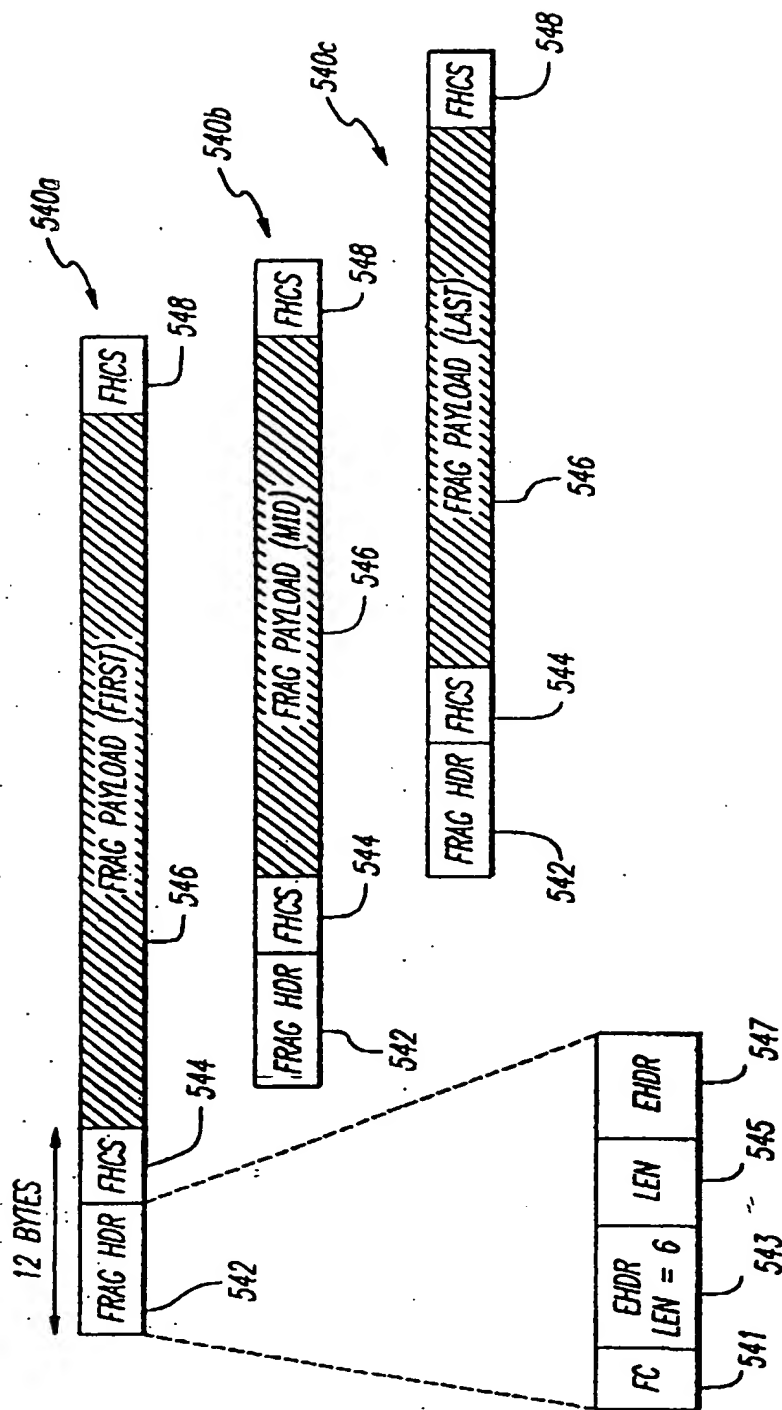


FIG. 13

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

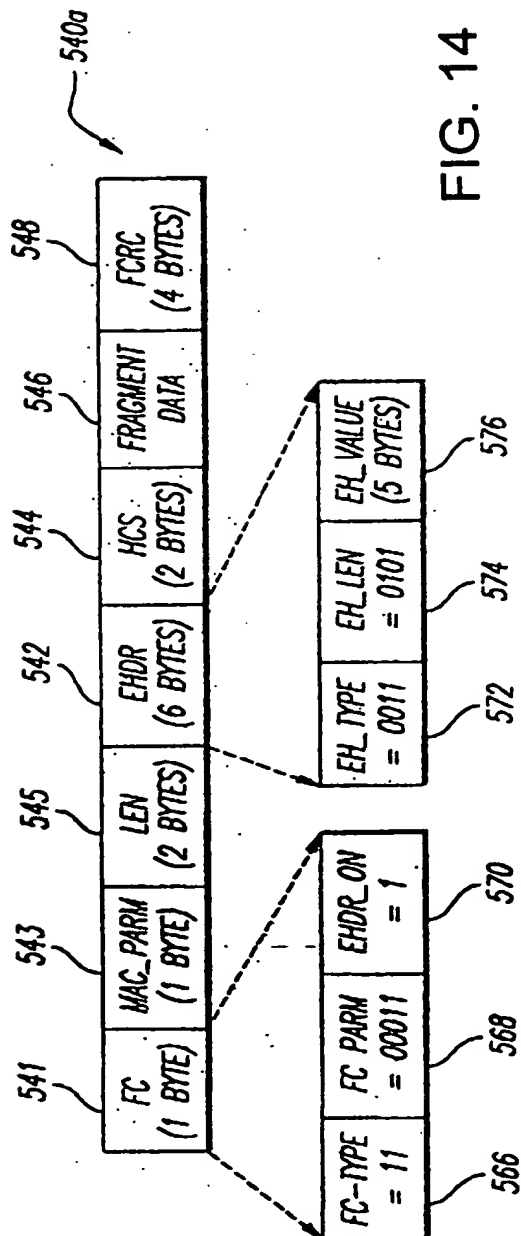


FIG. 14

FIELD	USAGE	SIZE
FC	FC_TYPE = 11; MAC-SPECIFIC HEADER FC_PARM [4:0] = 00011; FRAGMENTATION MAC HEADER EHDR_ON = 1; FRAGMENTATION EHDR FOLLOWS	8 BITS
MAC_PARM	ELEN = 6 BYTES; LENGTH OF FRAGMENTATION EHDR	8 BITS
LEN	LEN = n + 10; TOTAL LENGTH OF THIS FRAGMENT INCLUDING PAYLOAD, EHDR, FCRC	16 BITS

FIG. 15

FIELD	USAGE	SIZE	
EHDR	EH_TYPE=3;SAME TYPE AS BP_UP	4 BITS	6 BYTES
	EH_LEN=5;LENGTH OF THIS EHDR	4 BITS	
	KEY_SEQ;SAME AS IN BP_UP	4 BITS	
	VER=0001;VERSION NUMBER FOR THIS EHDR	4 BITS	
	ENABLE	1 BIT	
	IF ENABLE=0, BPI DISABLED		
	IF ENABLE=1, BPI ENABLED		
	TOGGLE BIT;SAME AS IN BP_UP	1 BIT	
	SID;SERVICE ID ASSOCIATED WITH THIS FRAGMENT	14 BITS	
	REQ;NUMBER OF MINI-SLOTS FOR A PIGGYBACK REQUEST	8 BITS	
HCS	RESERVED;MUST BE SET TO ZERO	2 BITS	2 BYTES
	FIRST_FRAG;SET TO ONE FOR FIRST FRAGMENT ONLY	1 BIT	
	LAST_FRAG;SET TO ONE FOR LAST FRAGMENT ONLY	1 BIT	
	FRAG_SEQ;FRAGMENT SEQUENCE COUNT, INCREMENTED FOR EACH FRAGMENT, SET TO ZERO FOR FIRST FRAGMENT	4 BITS	
FRAGMENT DATA	FRAGMENT PAYLOAD;PORTION OF TOTAL MAC PDU BEING SENT		n BYTES
FCRC	CRC ACROSS FRAGMENT PAYLOAD		4 BYTES
	LENGTH OF A MAC FRAGMENT FRAME	n + 16 BYTES	

FIG. 16

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

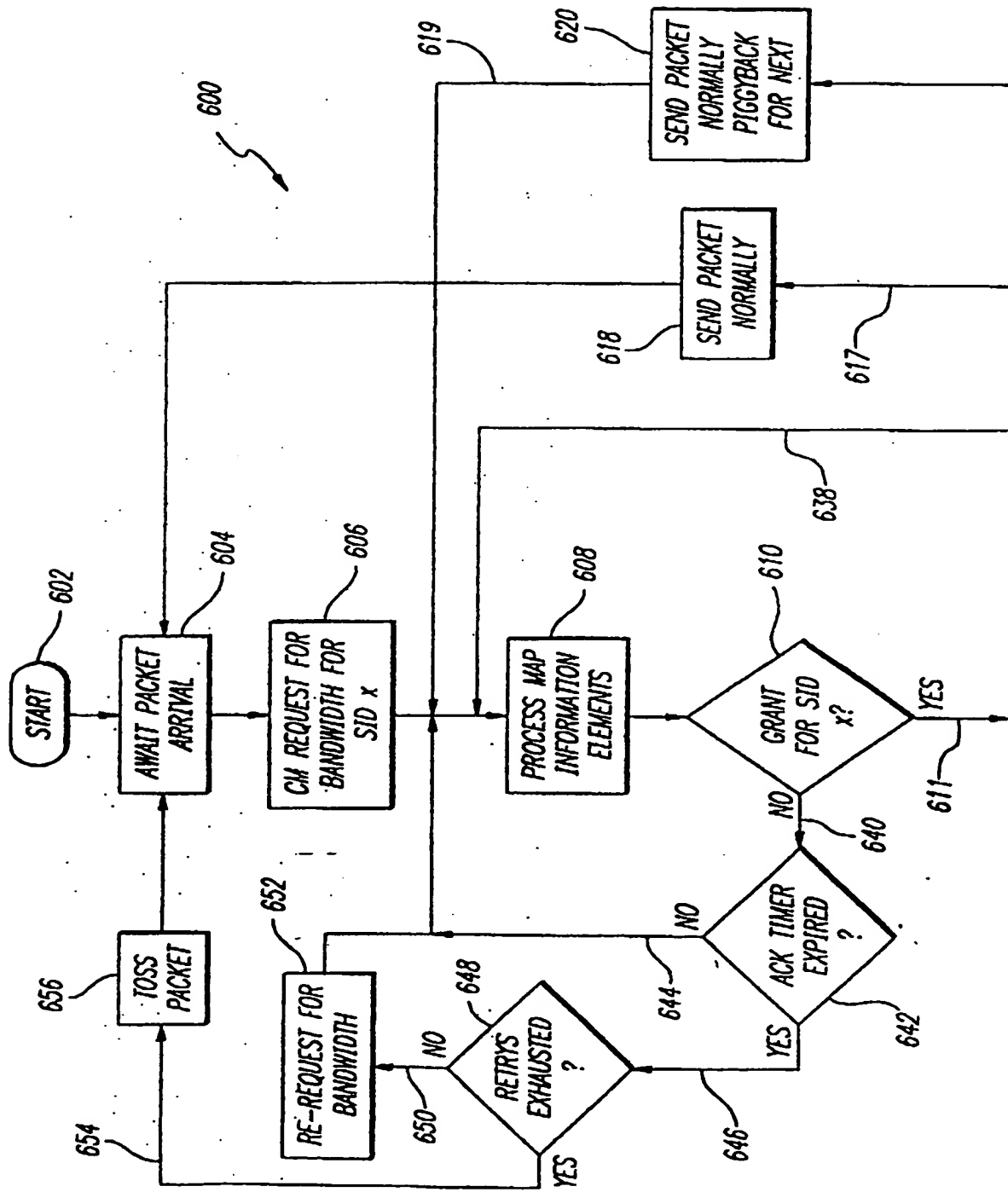


FIG. 17

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

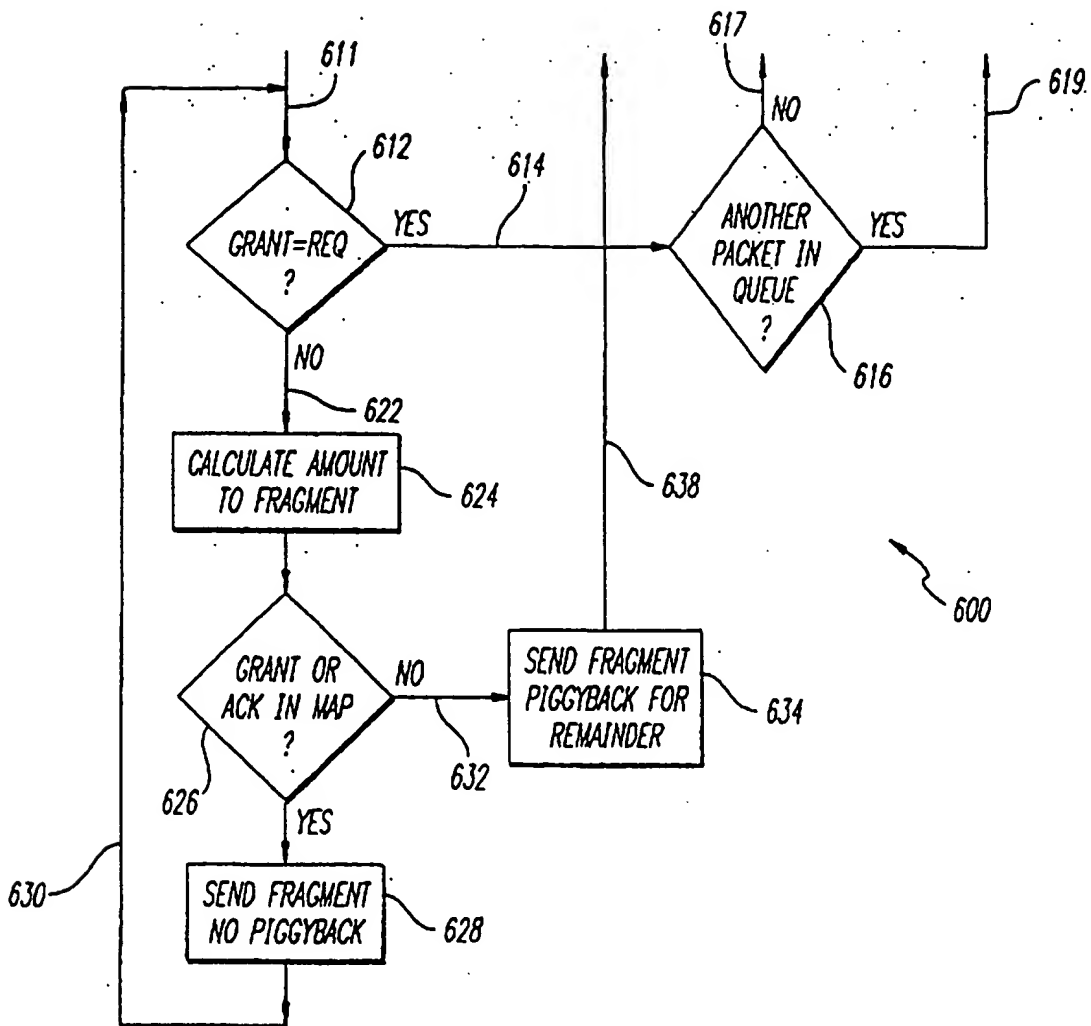


FIG. 18

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM





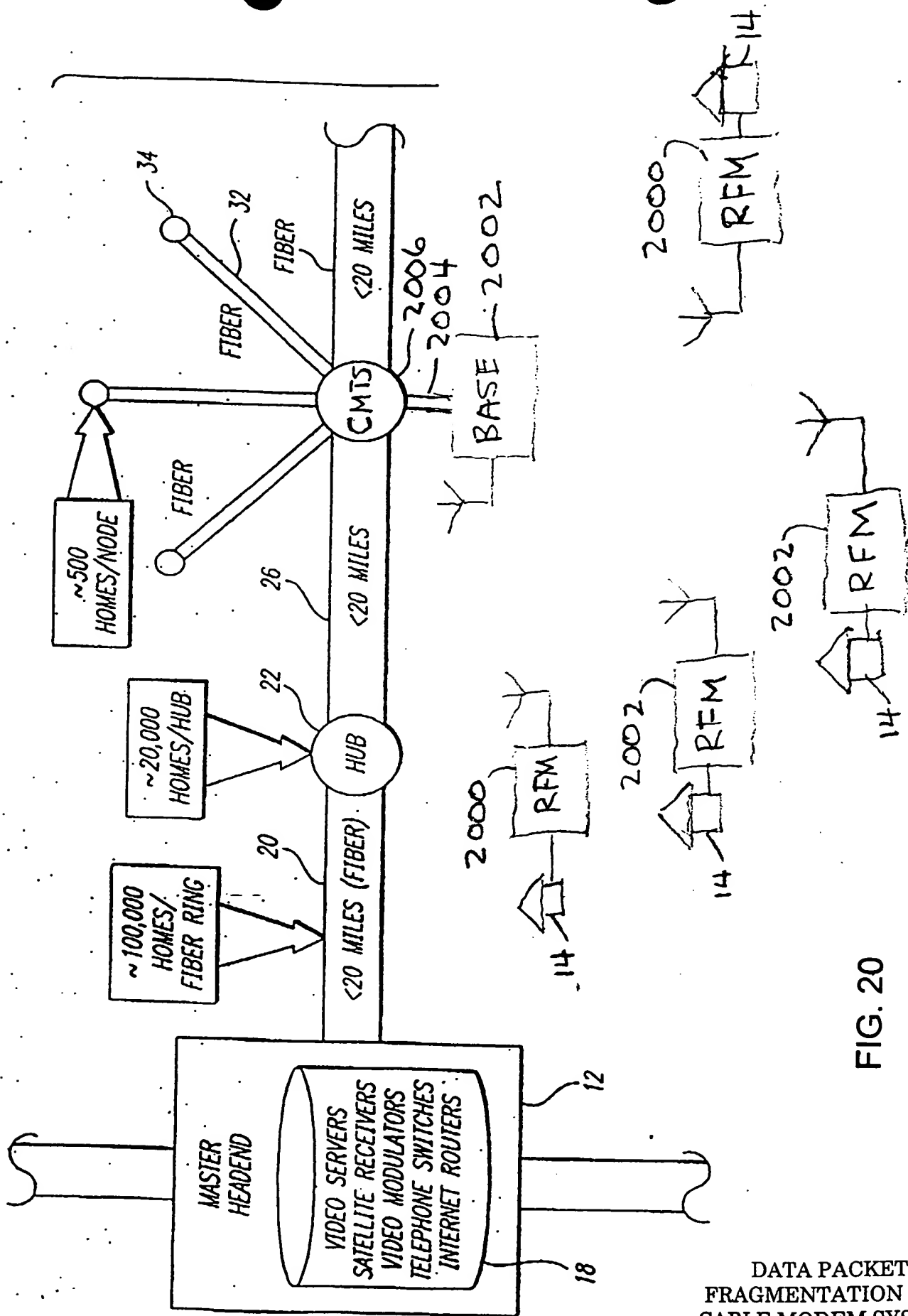


FIG. 20

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

666207-1280E160

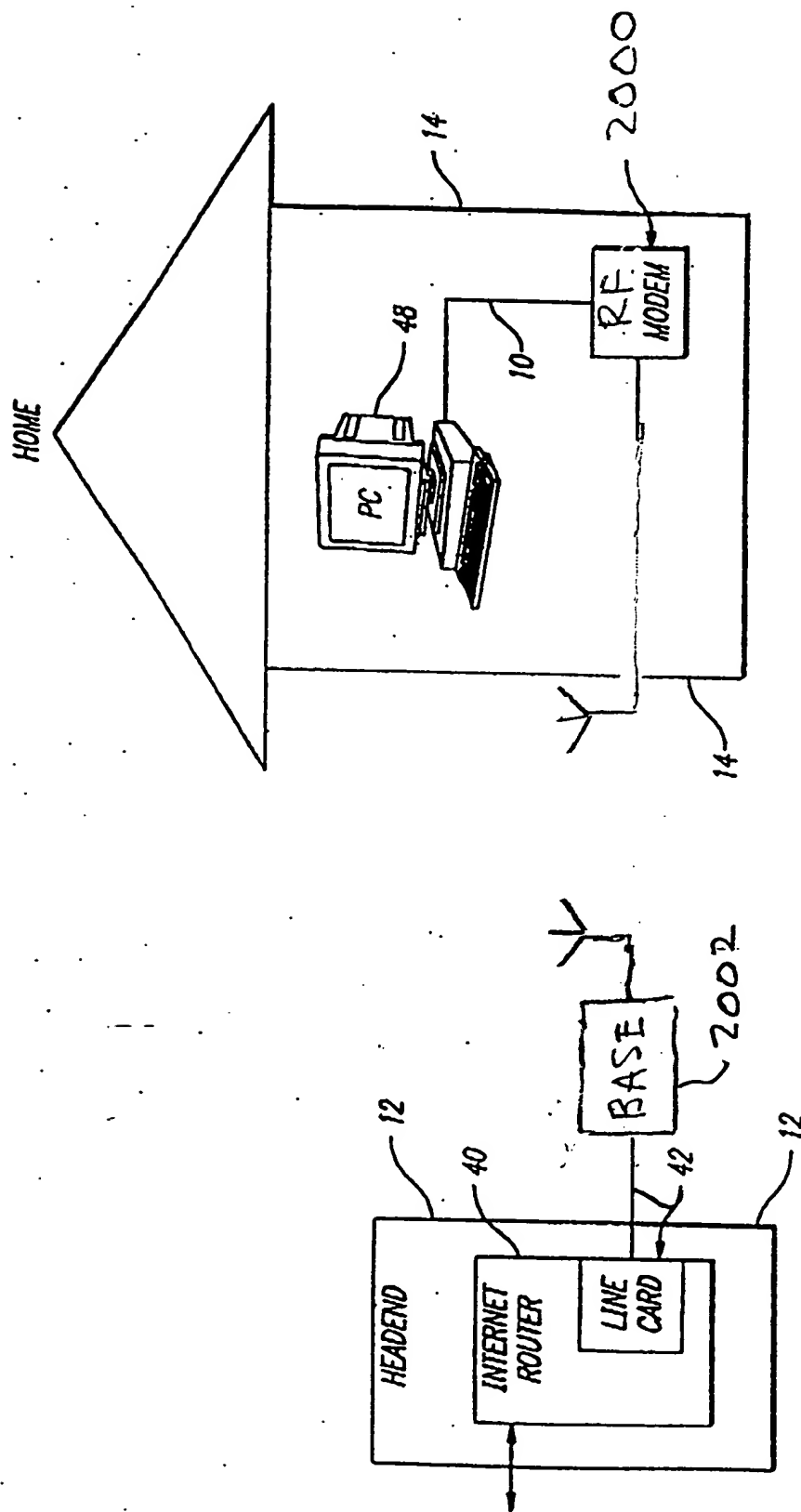


FIG. 21

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM

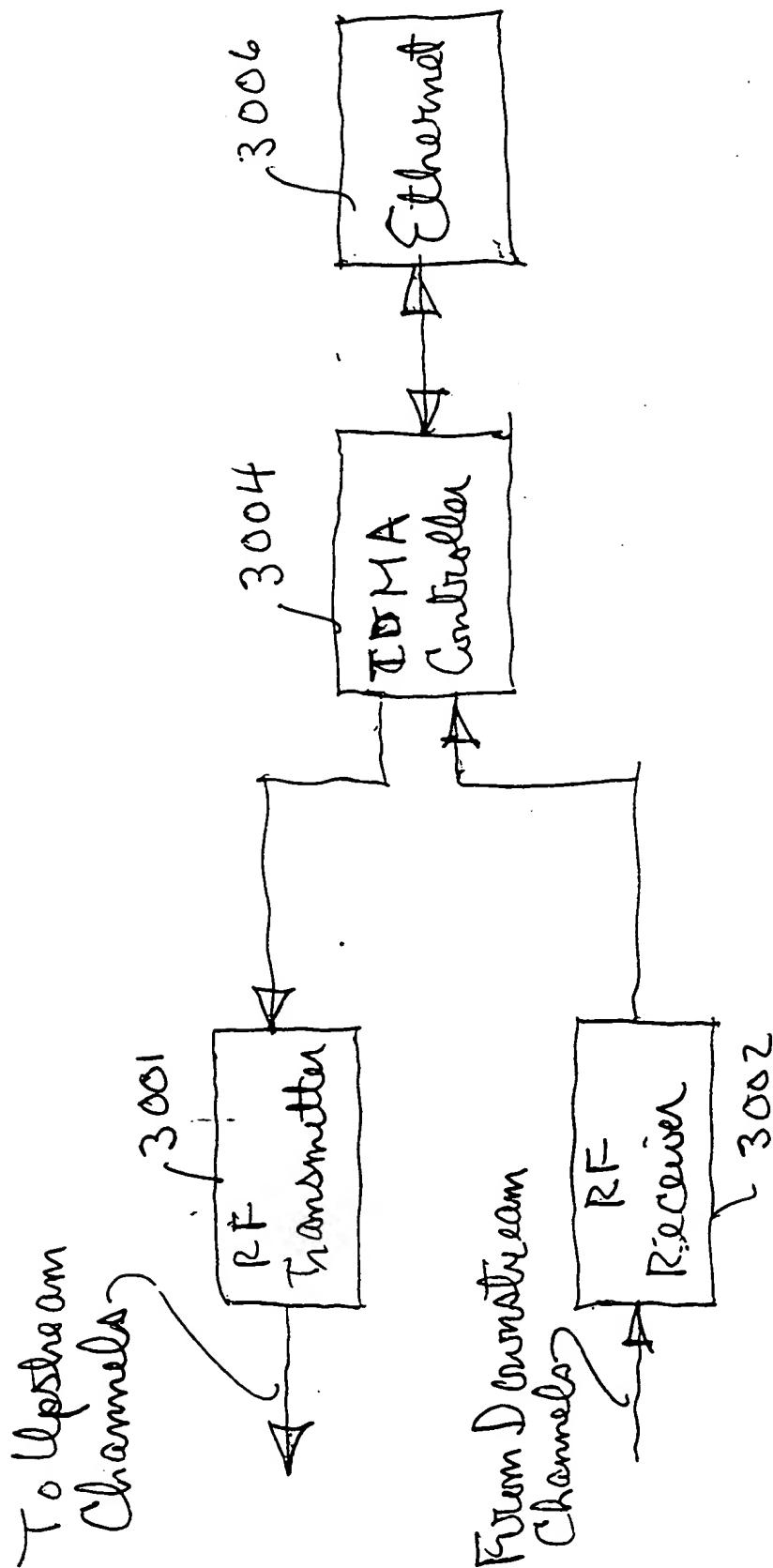
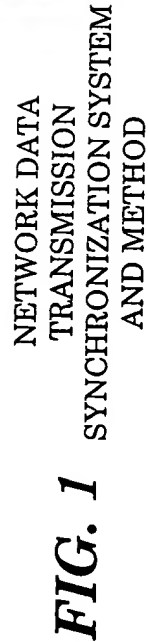


FIG. 22

DATA PACKET  
FRAGMENTATION IN A  
CABLE MODEM SYSTEM



**FIG. 1**

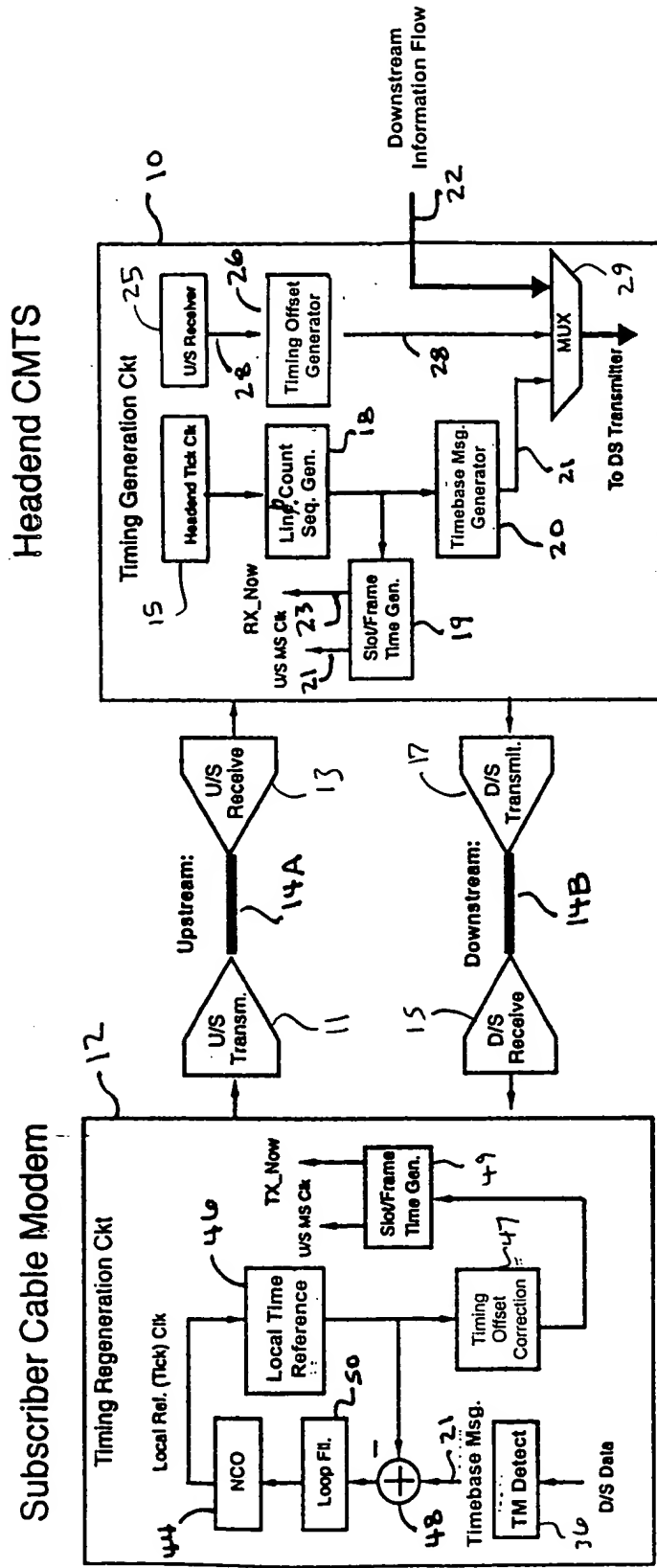


FIG. 2

NETWORK DATA  
TRANSMISSION  
SYNCHRONIZATION SYSTEM  
AND METHOD

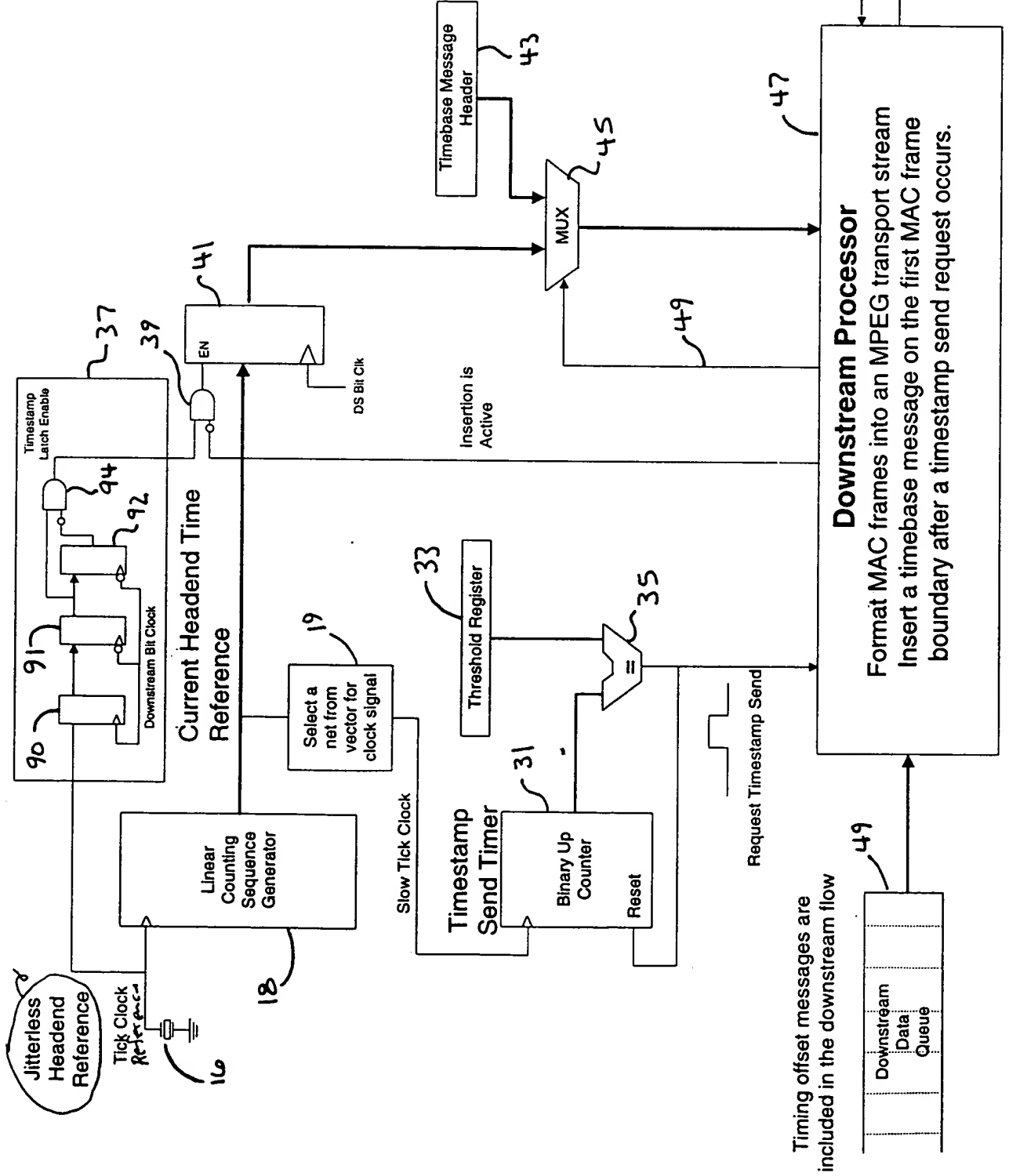
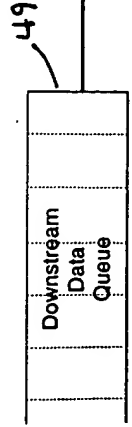


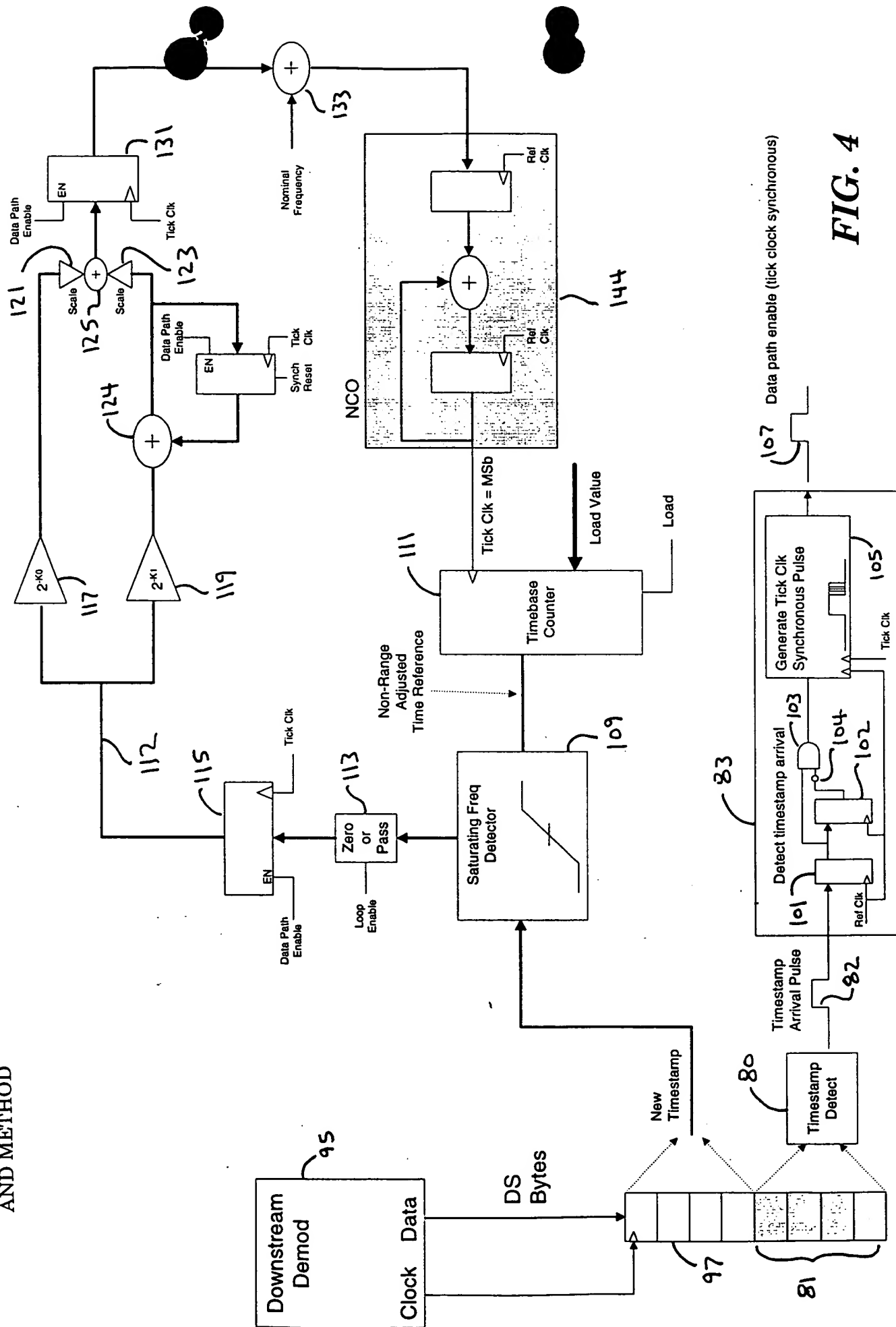
FIG. 3

NETWORK DATA  
TRANSMISSION  
SYNCHRONIZATION SYSTEM  
AND METHOD

Timing offset messages are  
included in the downstream flow



# NETWORK DATA TRANSMISSION SYNCHRONIZATION SYSTEM AND METHOD



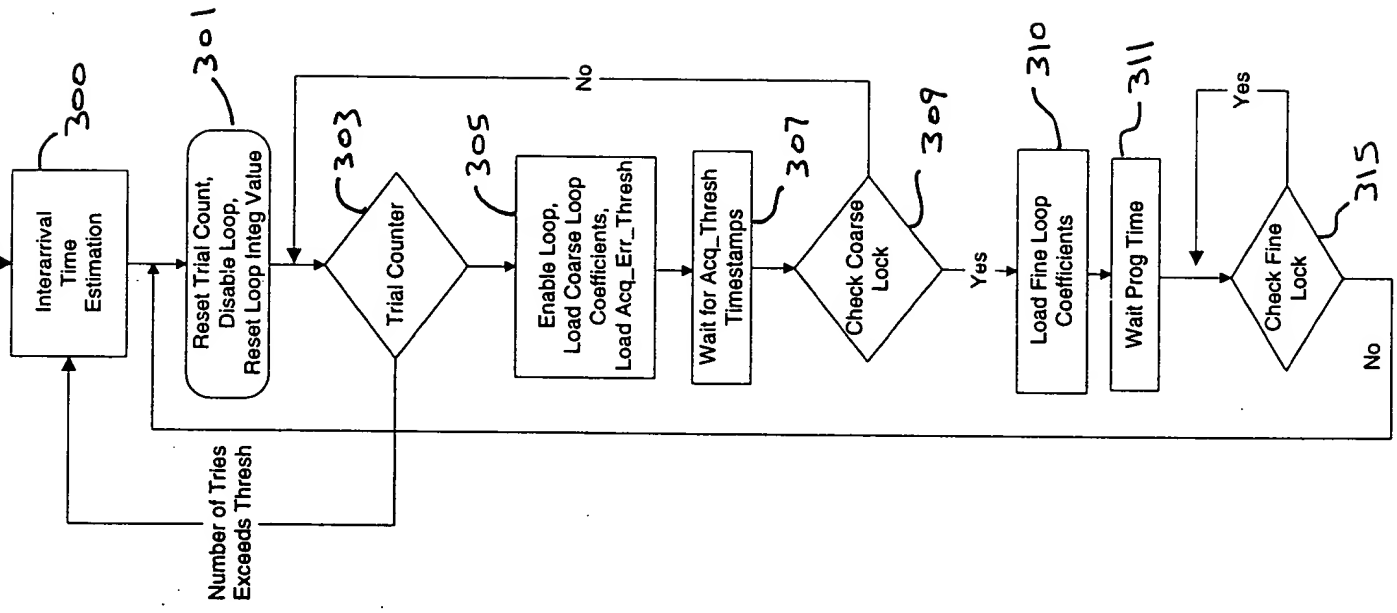
**FIG. 4**



Update Rate	Coarse Coeffs	Fine Coefficients
1kHz (1ms)	$K0 = 2^{-11}$ $K1 = 2^{-15}$ (BW=50Hz)	$K0 = 2^{-16}$ $K1 = 2^{-25}$ (BW=1Hz)
300Hz (3.3ms)	$K0 = 2^{-12}$ $K1 = 2^{-15}$ (BW=20Hz)	$K0 = 2^{-16}$ $K1 = 2^{-23}$ (BW=1Hz)
100Hz (10ms)	$K0 = 2^{-13}$ $K1 = 2^{-16}$ (BW=10Hz)	$K0 = 2^{-16}$ $K1 = 2^{-22}$ (BW=1Hz)
50Hz (20ms)	$K0 = 2^{-14}$ $K1 = 2^{-17}$ (BW=5Hz)	$K0 = 2^{-16}$ $K1 = 2^{-21}$ (BW=1Hz)
30Hz (33ms)	$K0 = 2^{-15}$ $K1 = 2^{-18}$ (BW=3Hz)	$K0 = 2^{-17}$ $K1 = 2^{-21}$ (BW=1Hz)
10Hz (100ms)	$K0 = 2^{-17}$ $K1 = 2^{-20}$ (BW=1Hz)	$K0 = 2^{-17}$ $K1 = 2^{-20}$ (BW=1Hz)
5Hz (200ms)	$K0 = 2^{-18}$ $K1 = 2^{-20}$ (BW=1Hz)	$K0 = 2^{-18}$ $K1 = 2^{-20}$ (BW=1Hz)

# NETWORK DATA TRANSMISSION SYNCHRONIZATION SYSTEM AND METHOD

Start  
Create Threshold



NETWORK DATA  
TRANSMISSION  
SYNCHRONIZATION SYSTEM  
AND METHOD

FIG. 6

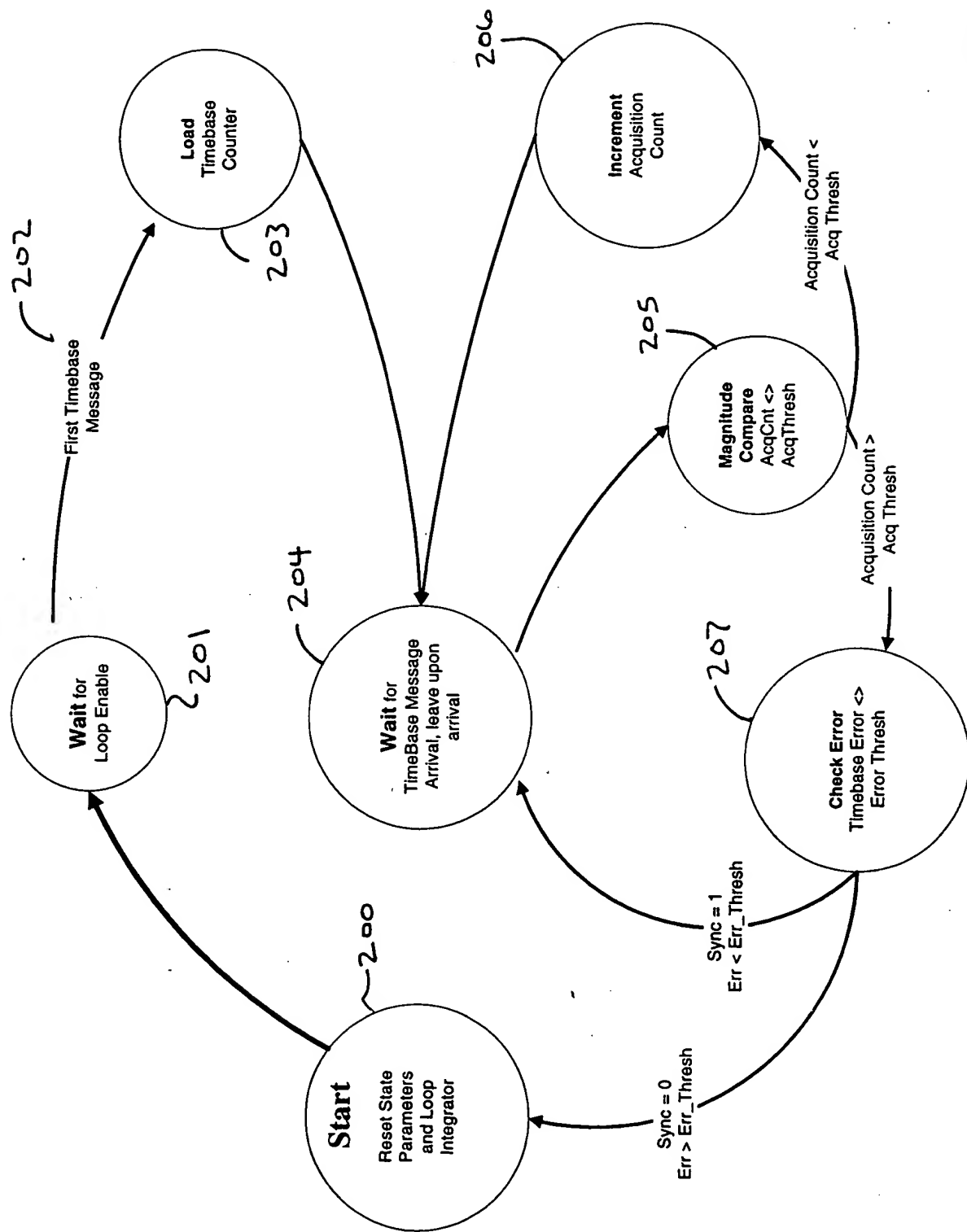


FIG. 7

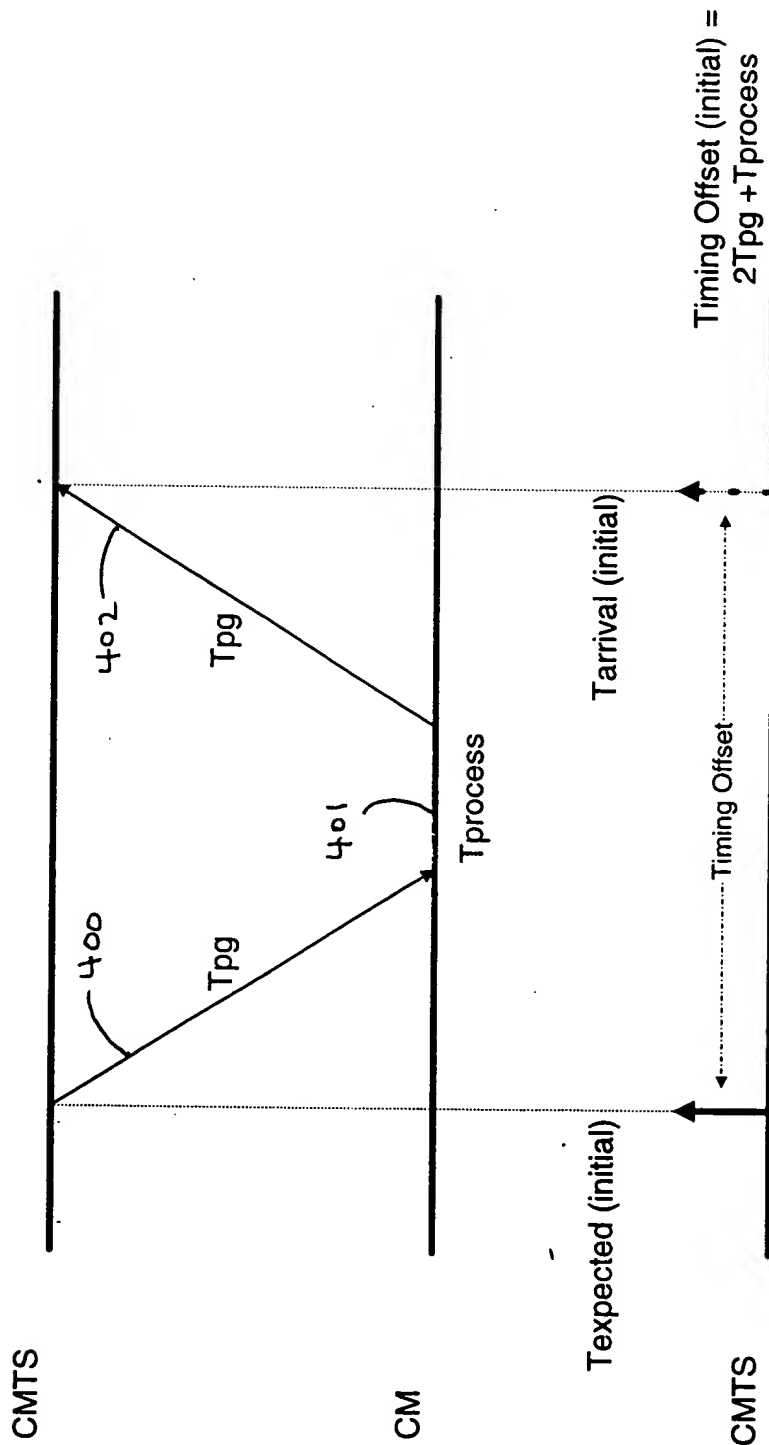
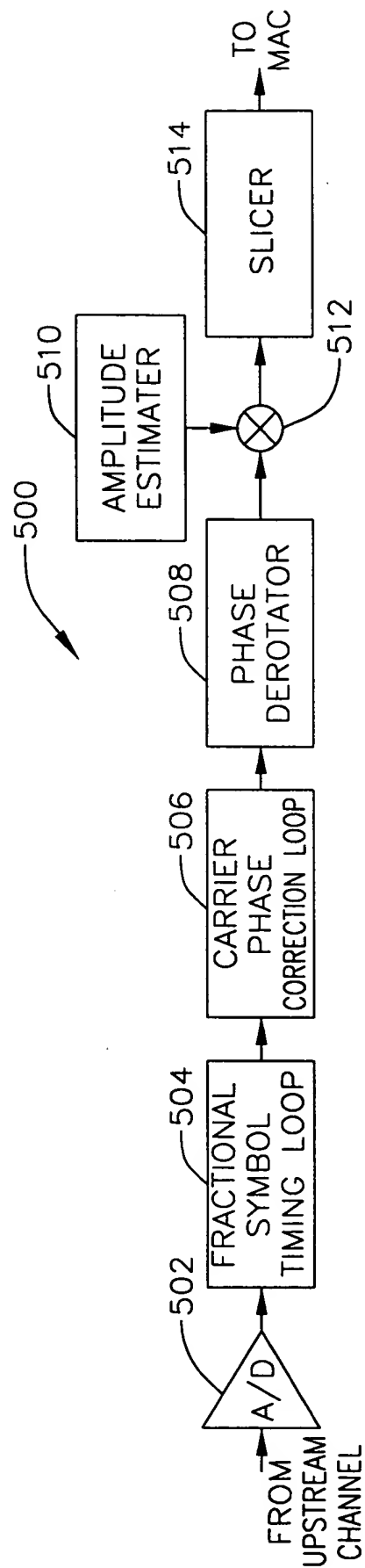


FIG. 8

FIG. 1



BURST RECEIVER FOR  
CABLE MODEM SYSTEM

FIG. 2

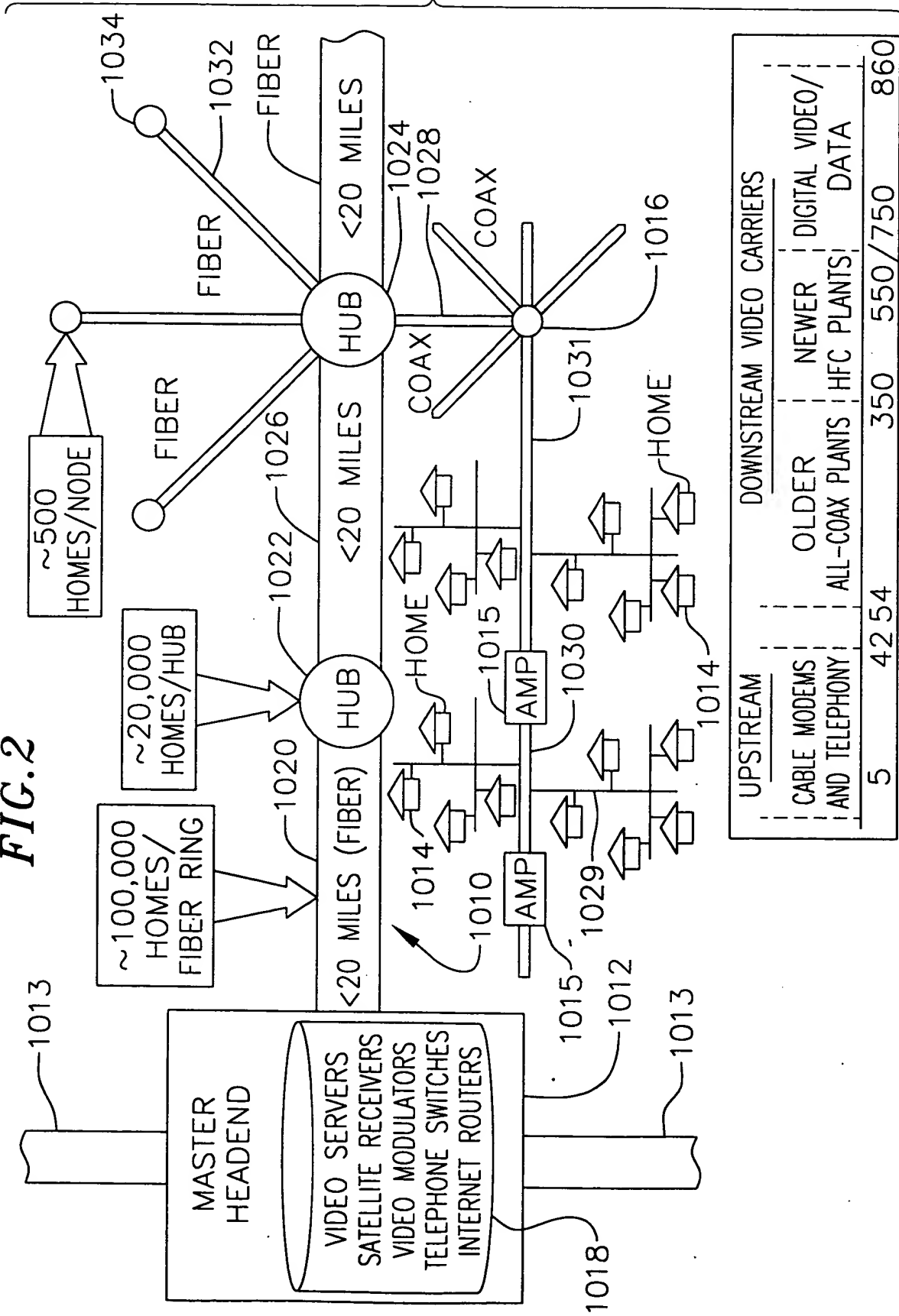
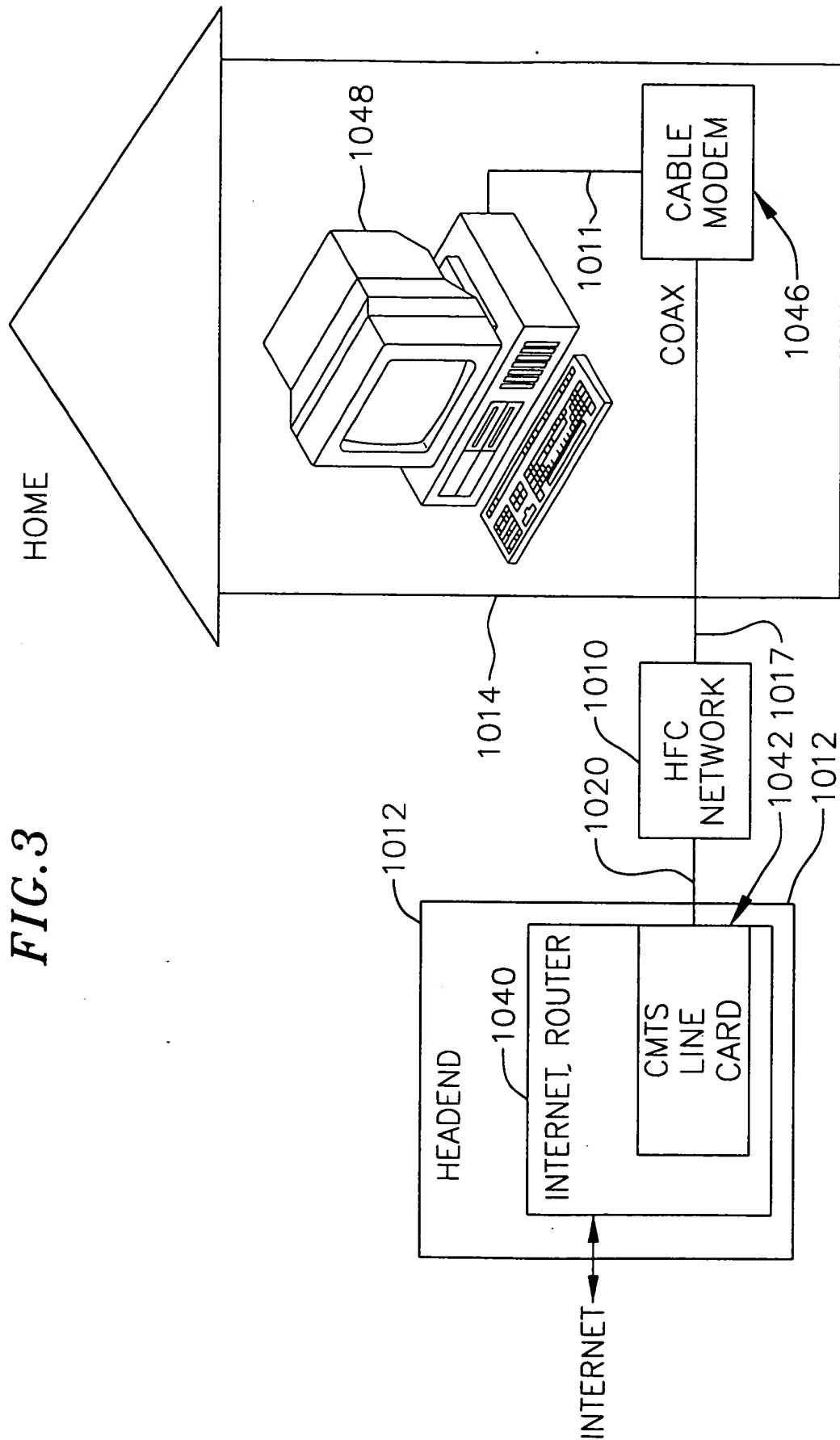
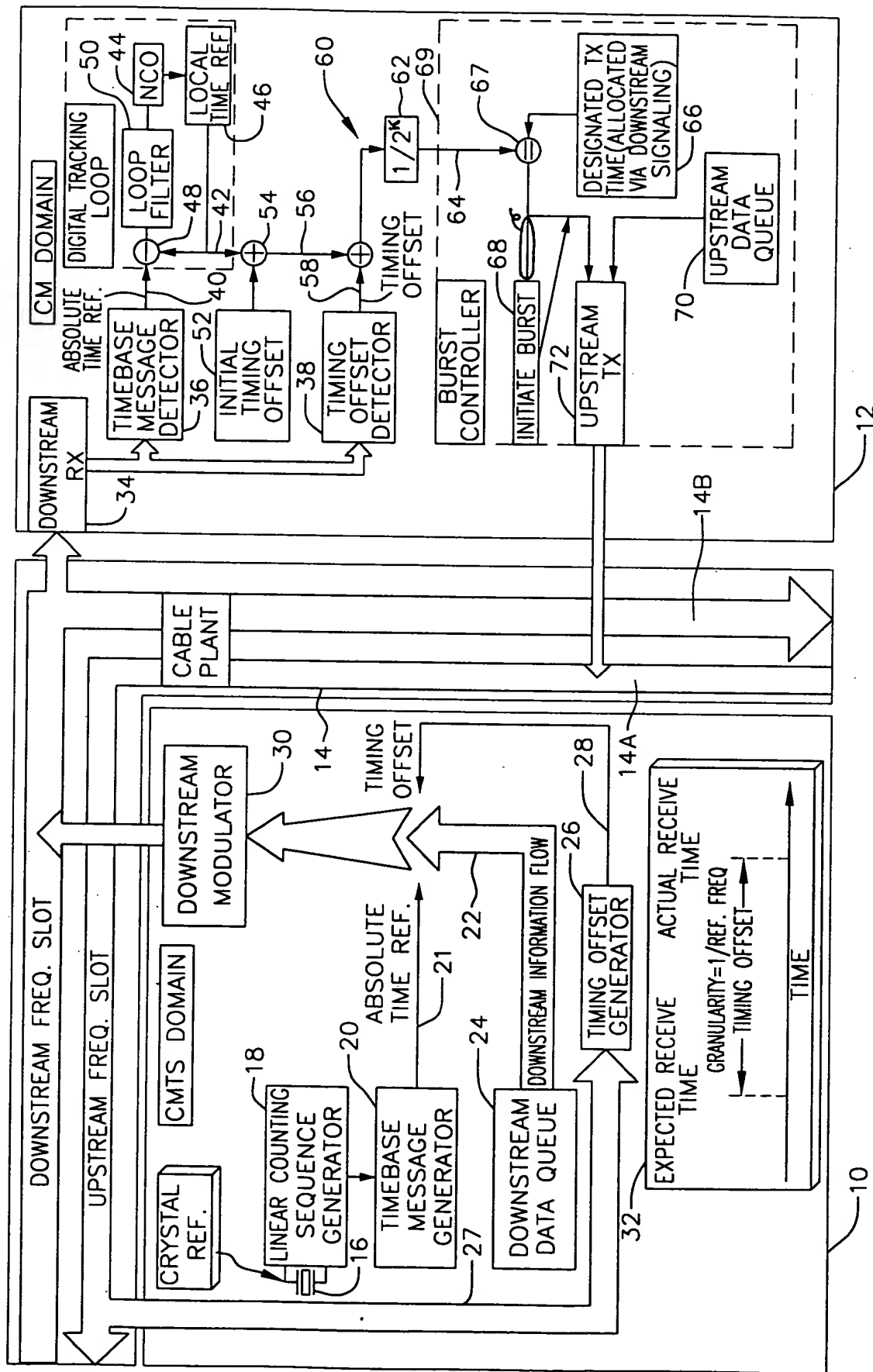


FIG. 3



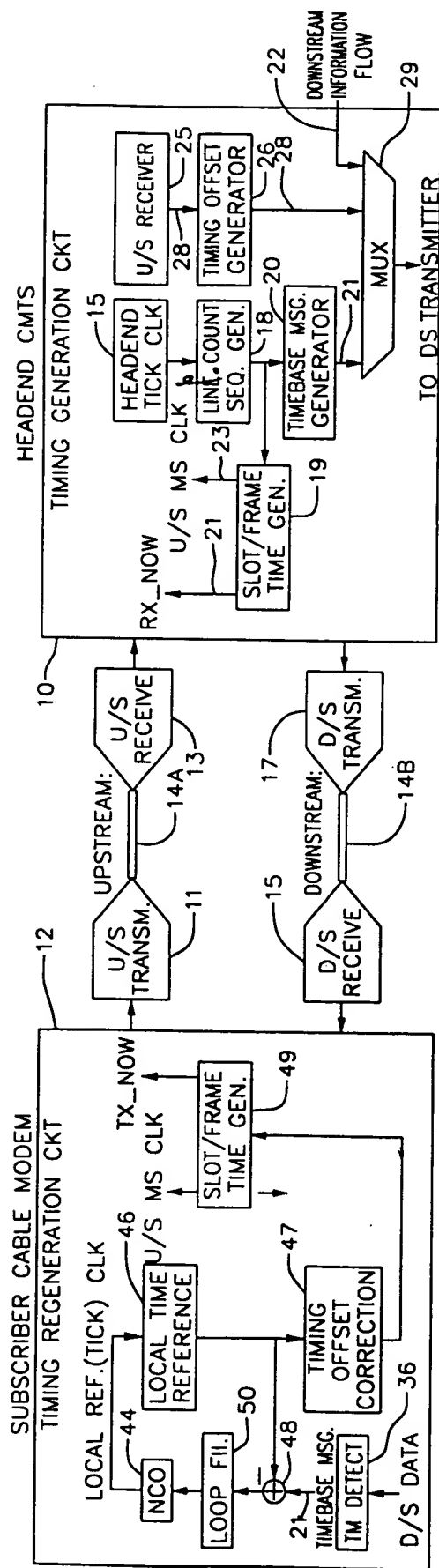
BURST RECEIVER FOR  
CABLE MODEM SYSTEM

FIG. 4

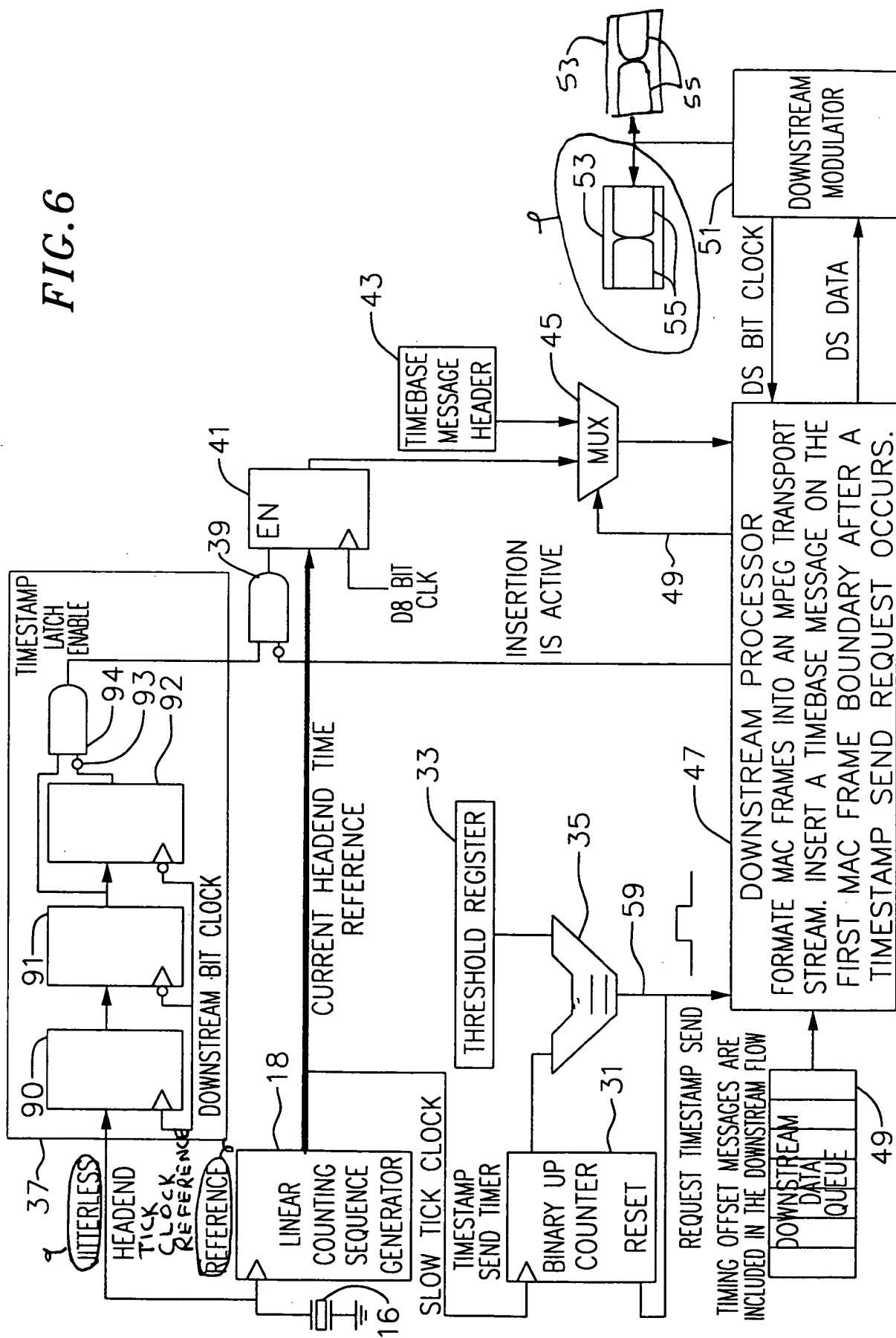




**FIG. 5**

BURST RECEIVER FOR  
CABLE MODEM SYSTEM

**FIG. 6**



# BURST RECEIVER FOR CABLE MODEM SYSTEM

42-95



**FIG.8**

UPDATE RATE	COARSE COEFS	FINE COEFFICIENTS
1kHz(1ms)	$K0=2^{-11}$ $K1=2^{-15}$ (BW=50Hz)	$K0=2^{-16}$ $K1=2^{-25}$ (BW=1Hz)
300Hz(3.3ms)	$K0=2^{-12}$ $K1=2^{-15}$ (BW=20Hz)	$K0=2^{-16}$ $K1=2^{-23}$ (BW=1Hz)
100Hz(10ms)	$K0=2^{-13}$ $K1=2^{-16}$ (BW=10Hz)	$K0=2^{-16}$ $K1=2^{-22}$ (BW=1Hz)
50Hz(20ms)	$K0=2^{-14}$ $K1=2^{-17}$ (BW=5Hz)	$K0=2^{-16}$ $K1=2^{-21}$ (BW=1Hz)
30Hz(33ms)	$K0=2^{-15}$ $K1=2^{-18}$ (BW=3Hz)	$K0=2^{-17}$ $K1=2^{-21}$ (BW=1Hz)
10Hz(100ms)	$K0=2^{-17}$ $K1=2^{-20}$ (BW=1Hz)	$K0=2^{-17}$ $K1=2^{-20}$ (BW=1Hz)
5Hz(200ms)	$K0=2^{-18}$ $K1=2^{-20}$ (BW=1Hz)	$K0=2^{-18}$ $K1=2^{-20}$ (BW=1Hz)

FIG. 9

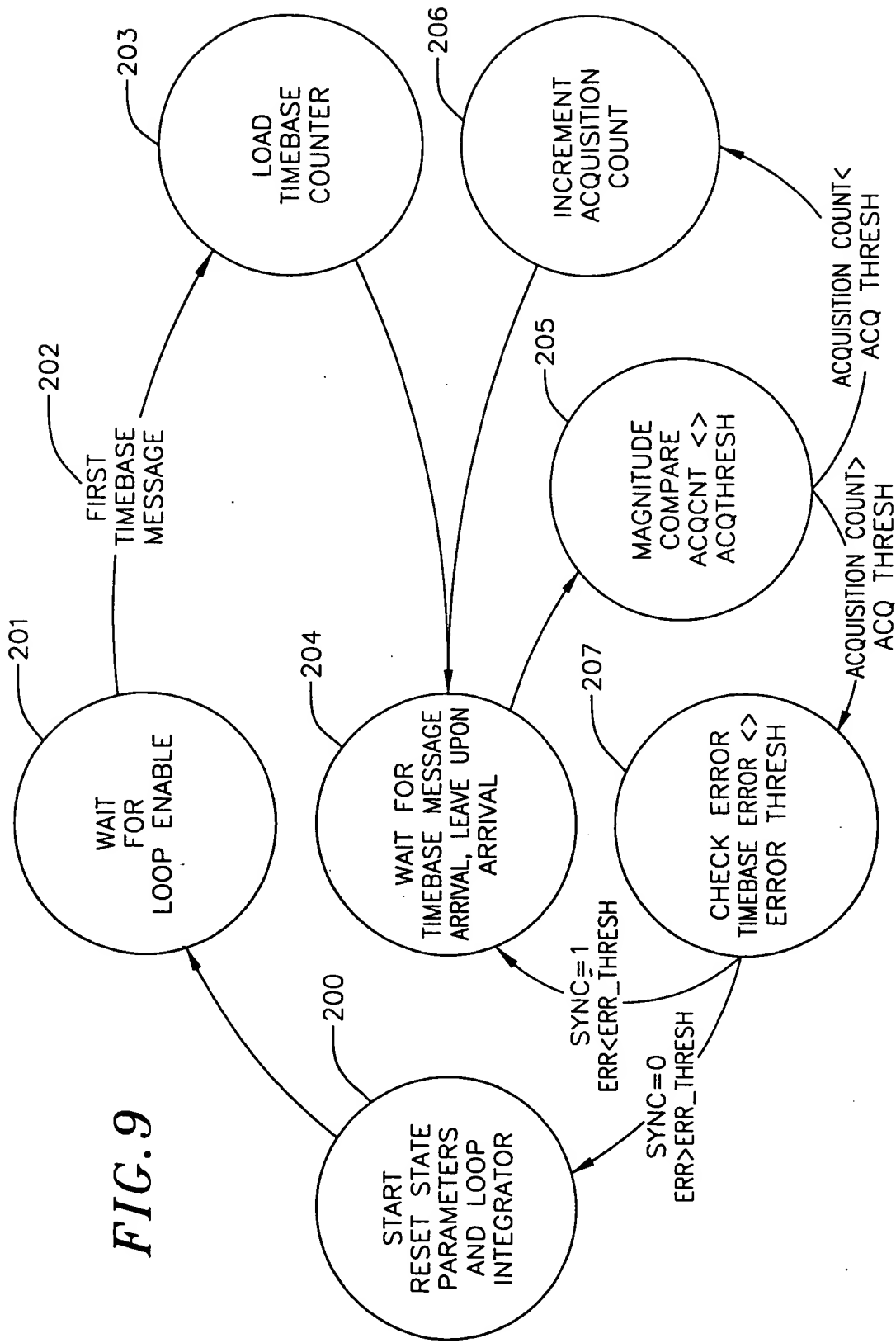
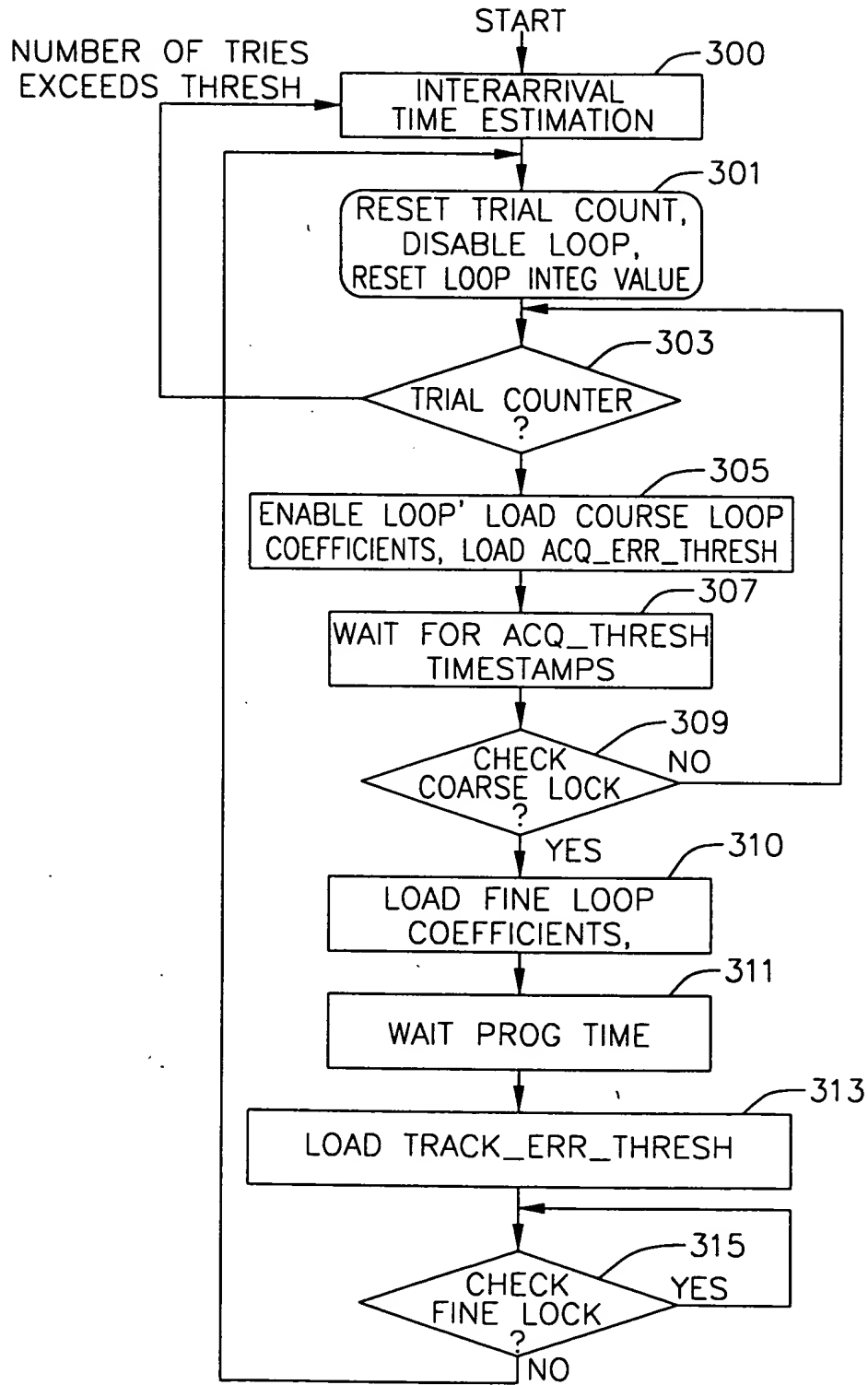
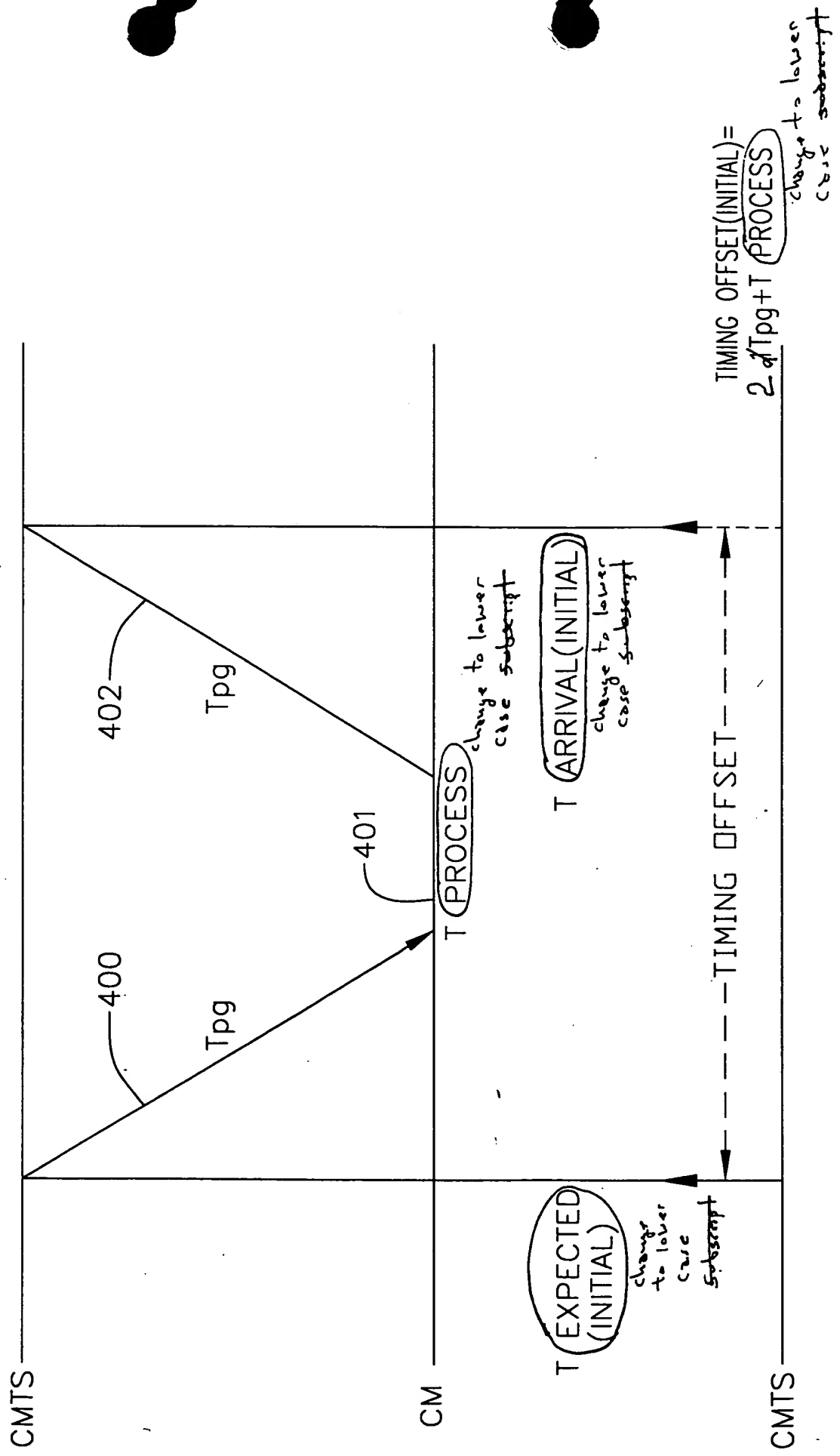


FIG. 10

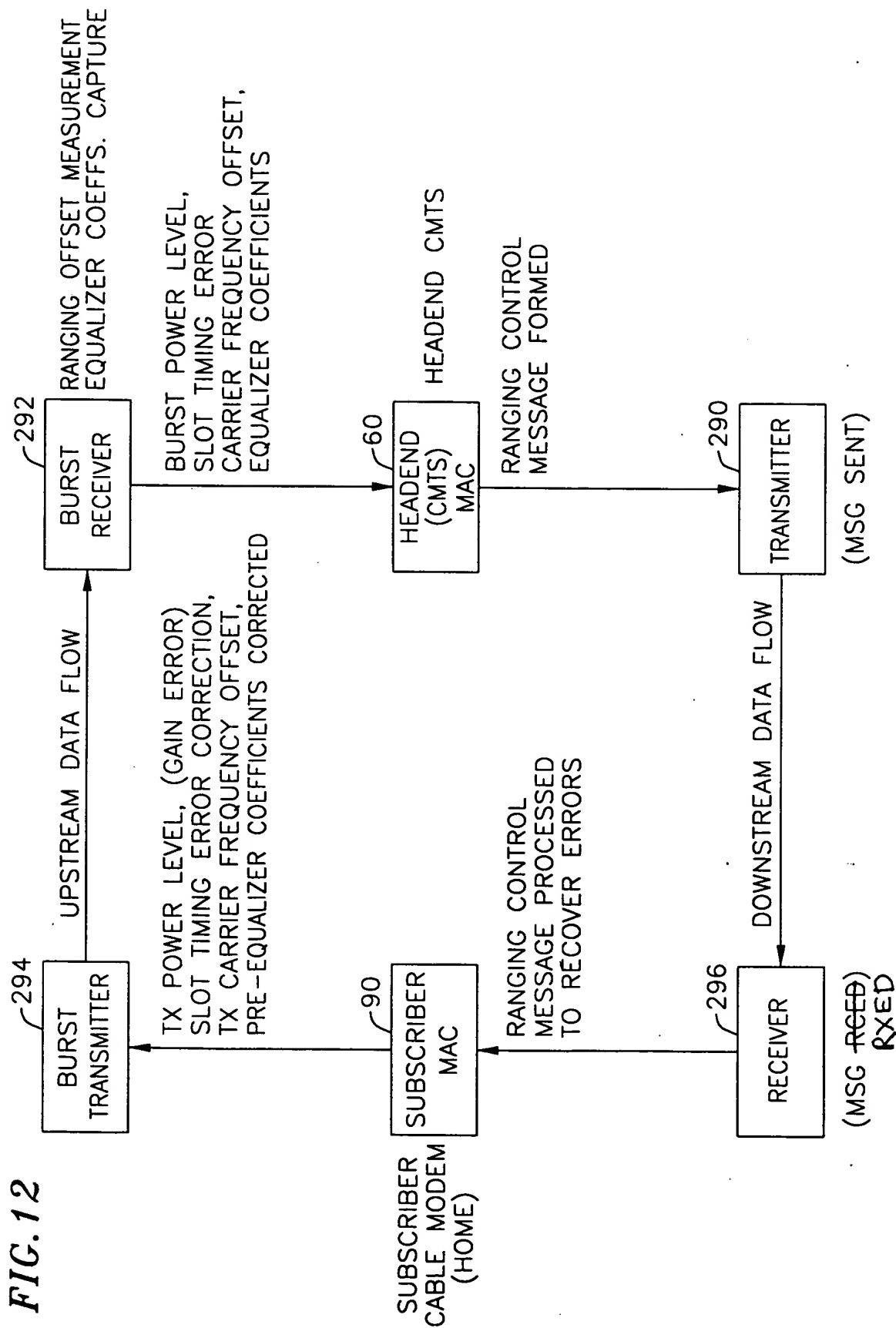


**FIG. 11**



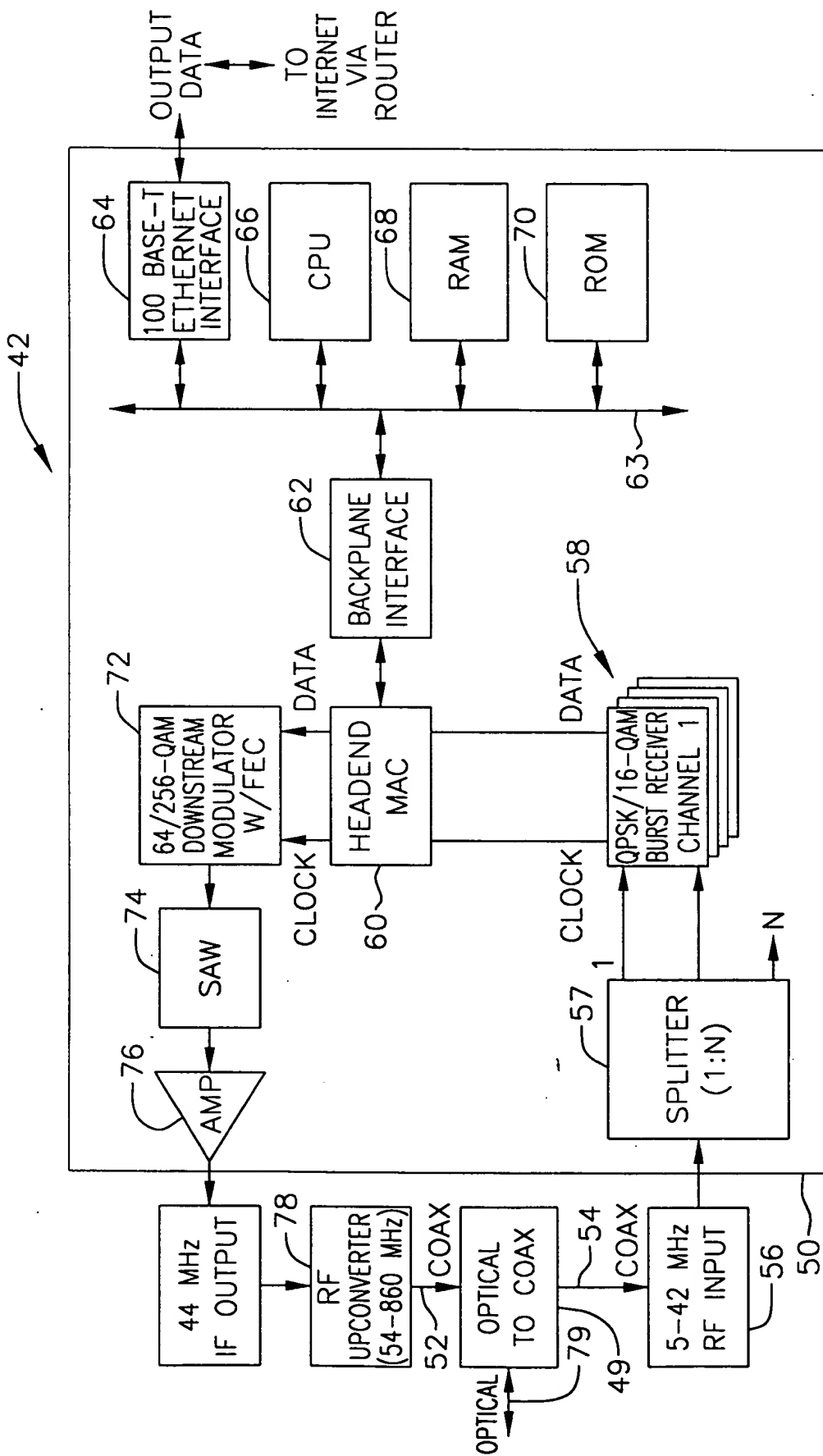
# BURST RECEIVER FOR CABLE MODEM SYSTEM

**FIG. 12**





**FIG. 13**



PRIOR ART

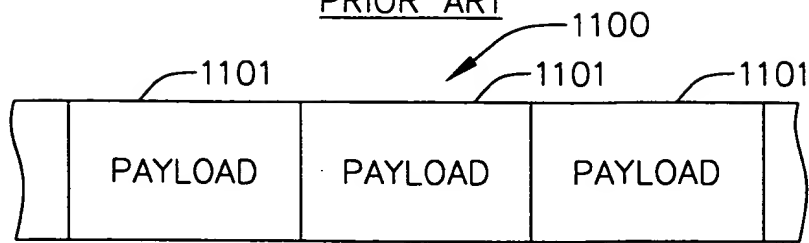
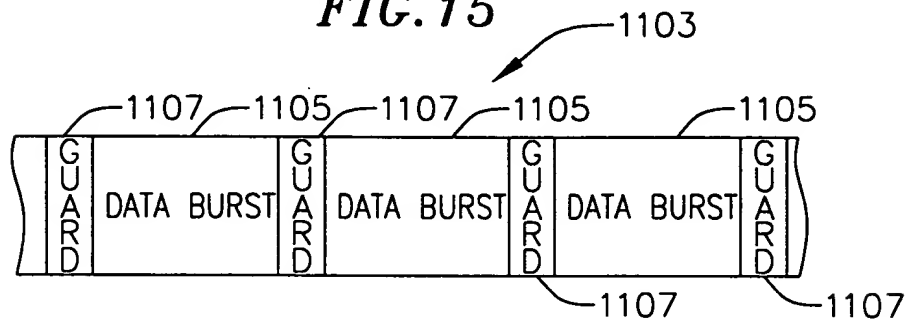
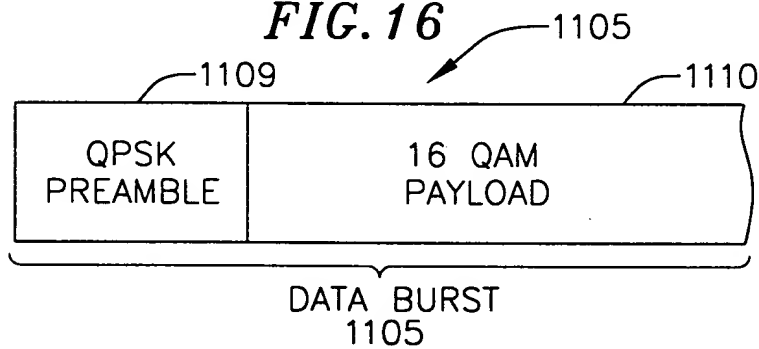


FIG. 15



**FIG. 16**



**FIG. 17**

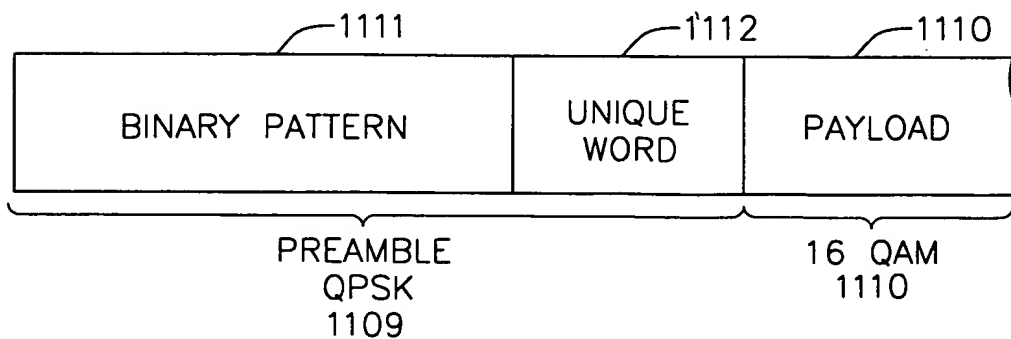






FIG. 22

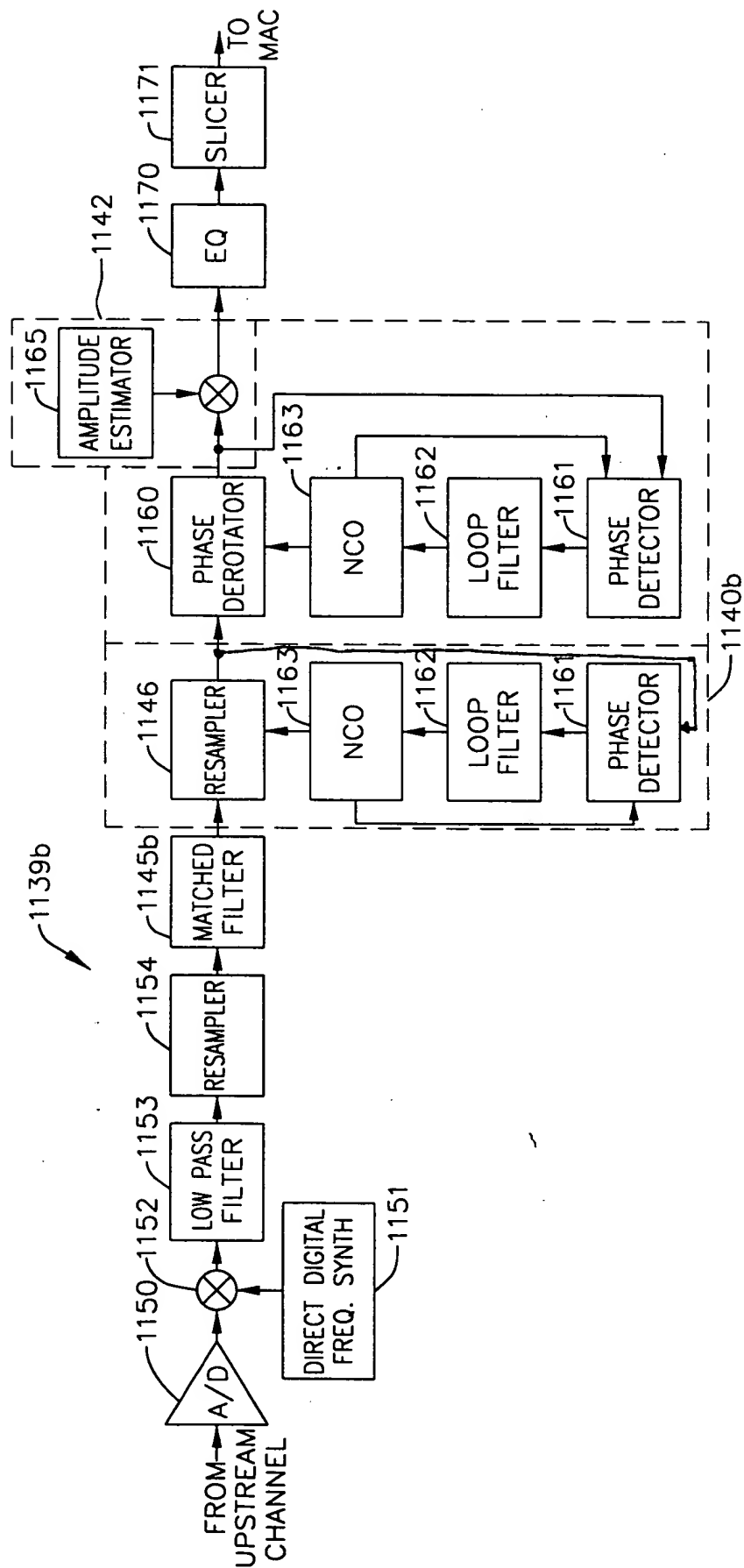


FIG.23

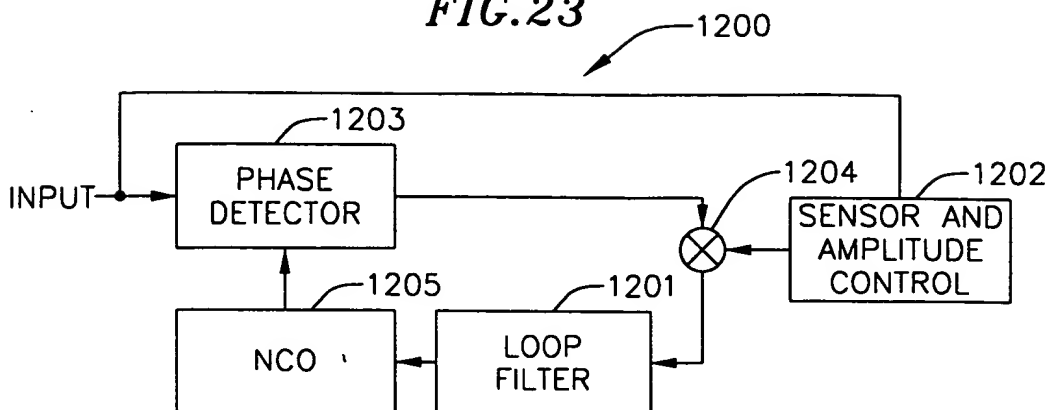


FIG.24

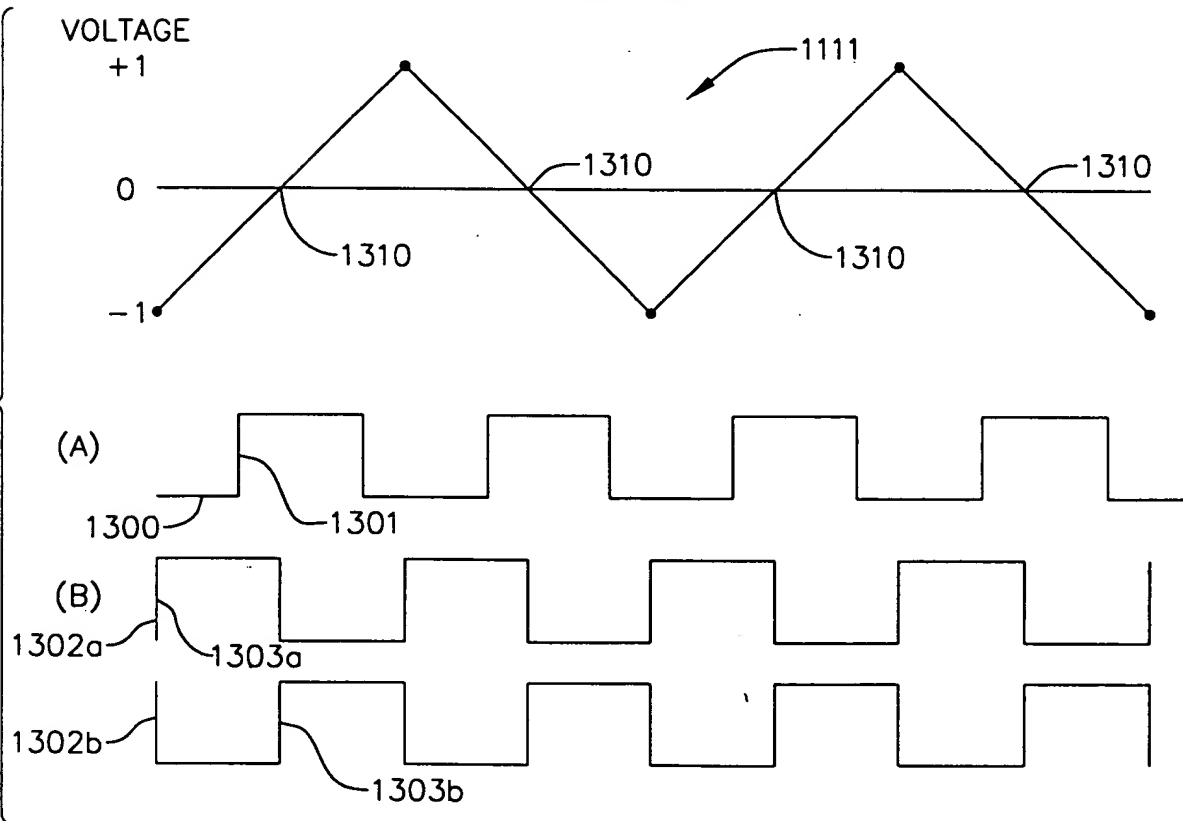
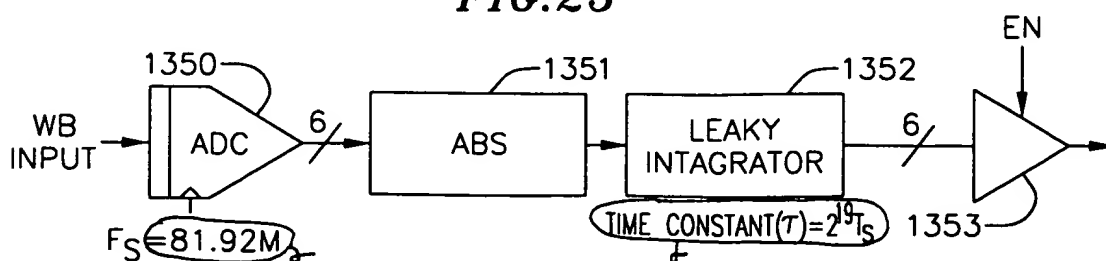
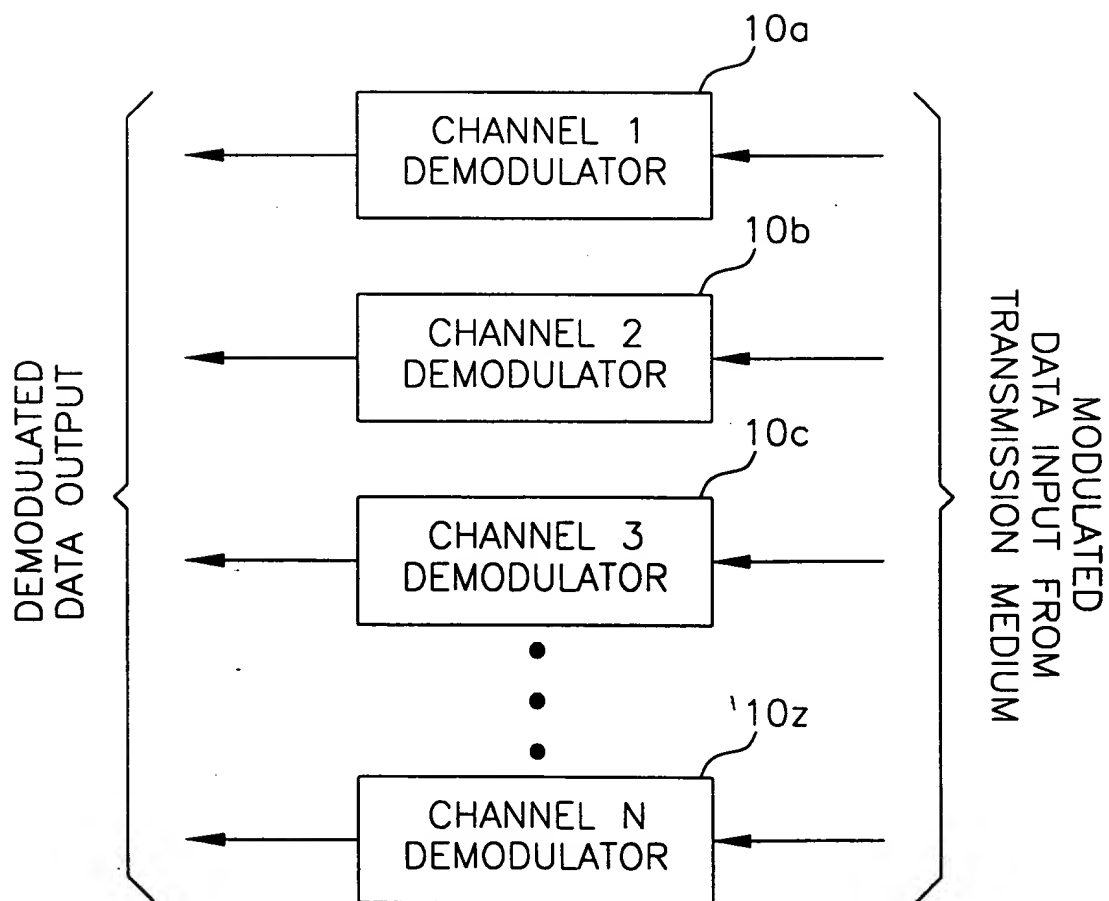


FIG.25



**FIG. 1**  
PRIOR ART

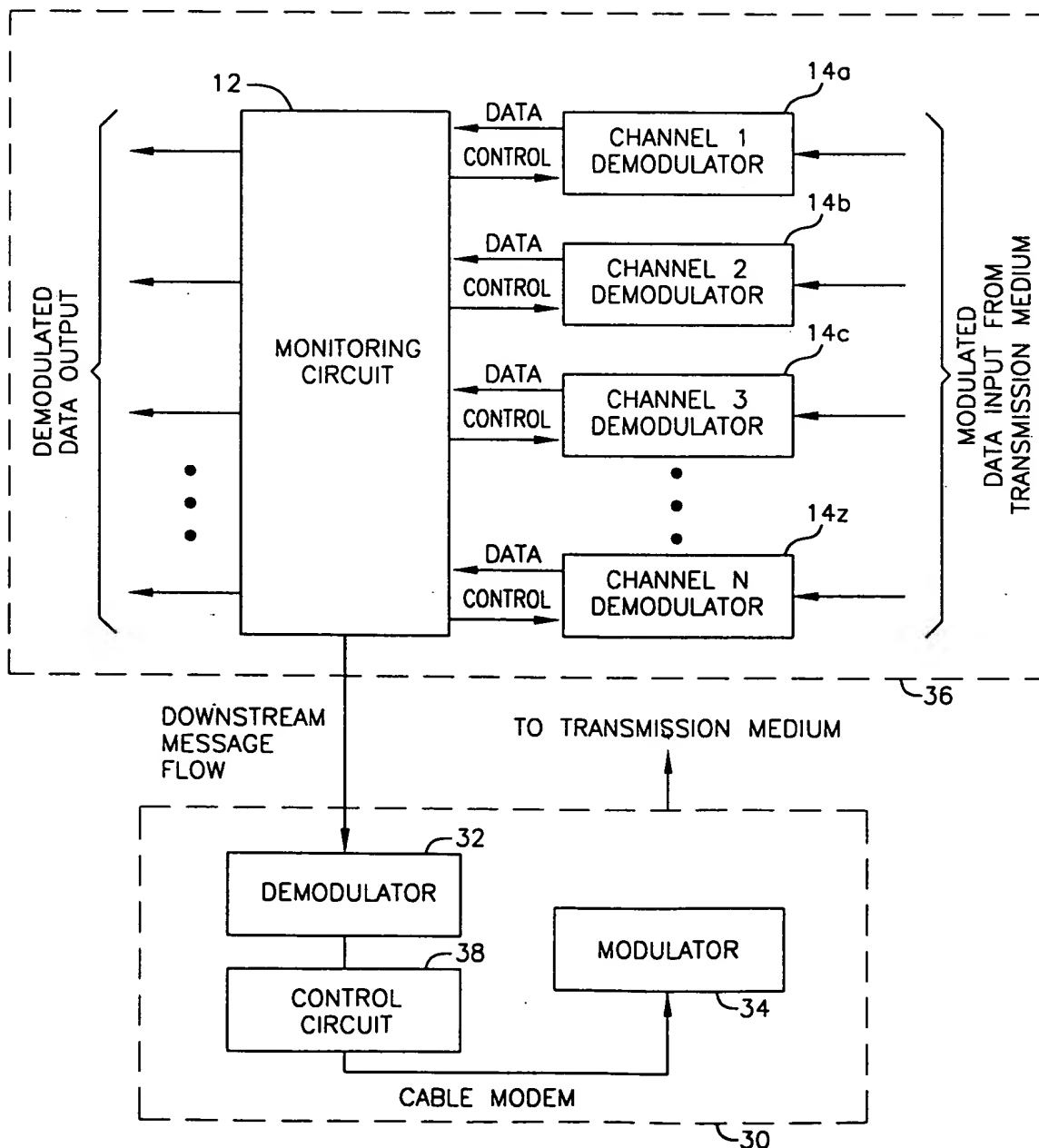


ROBUST TECHNIQUES FOR  
OPTIMAL UPSTREAM  
COMMUNICATION

# ROBUST TECHNIQUES FOR OPTIMAL UPSTREAM COMMUNICATION

CABLE MODEM  
TERMINATION SYSTEM

FIG. 2







**FIG. 4**

The diagram illustrates a system architecture for upstream channel allocation and/or modulation. The main components are:

- 11: UPSTREAM (U/S) BURST RECEIVER**: Receives **MODULATED DATA INPUT FROM TRANSMISSION MEDIUM**.
- 12: UPSTREAM MAC/PHY CHANNEL STATS**: Provides **PACKET/FEC STATUS** to the Spectrum Management/Allocation block.
- 13: MAC**: Outputs **DIGITAL DATA OUTPUT**.
- 15: SPECTRUM MANAGEMENT/ALLOCATION**: The central control block, containing:
  - 16: SWITCH**: Receives **UPSTREAM CHANNEL ALLOCATION AND/OR MODULATION METHOD** and directs the **DOWNSTREAM MESSAGE FLOW**.
  - 19: BANDWIDTH SELECTION CIRCUIT**: Provides input to the switch.
- 17: AVERAGING CIRCUIT**: Receives **SNR, CHANNEL POWER** and provides input to the Spectrum Management/Allocation block.

Feedback loops include **U/S CHANNEL FREQUENCY AND/OR MODULATION METHOD** from the receiver back to the Spectrum Management/Allocation block, and **UPSTREAM CHANNEL ALLOCATION AND/OR MODULATION METHOD** from the Spectrum Management/Allocation block to the switch.

UPSTREAM CHANNEL  
ALLOCATION AND/OR  
MODULATION METHOD

DOWNSTREAM  
MESSAGE FLOW

**FIG.5**

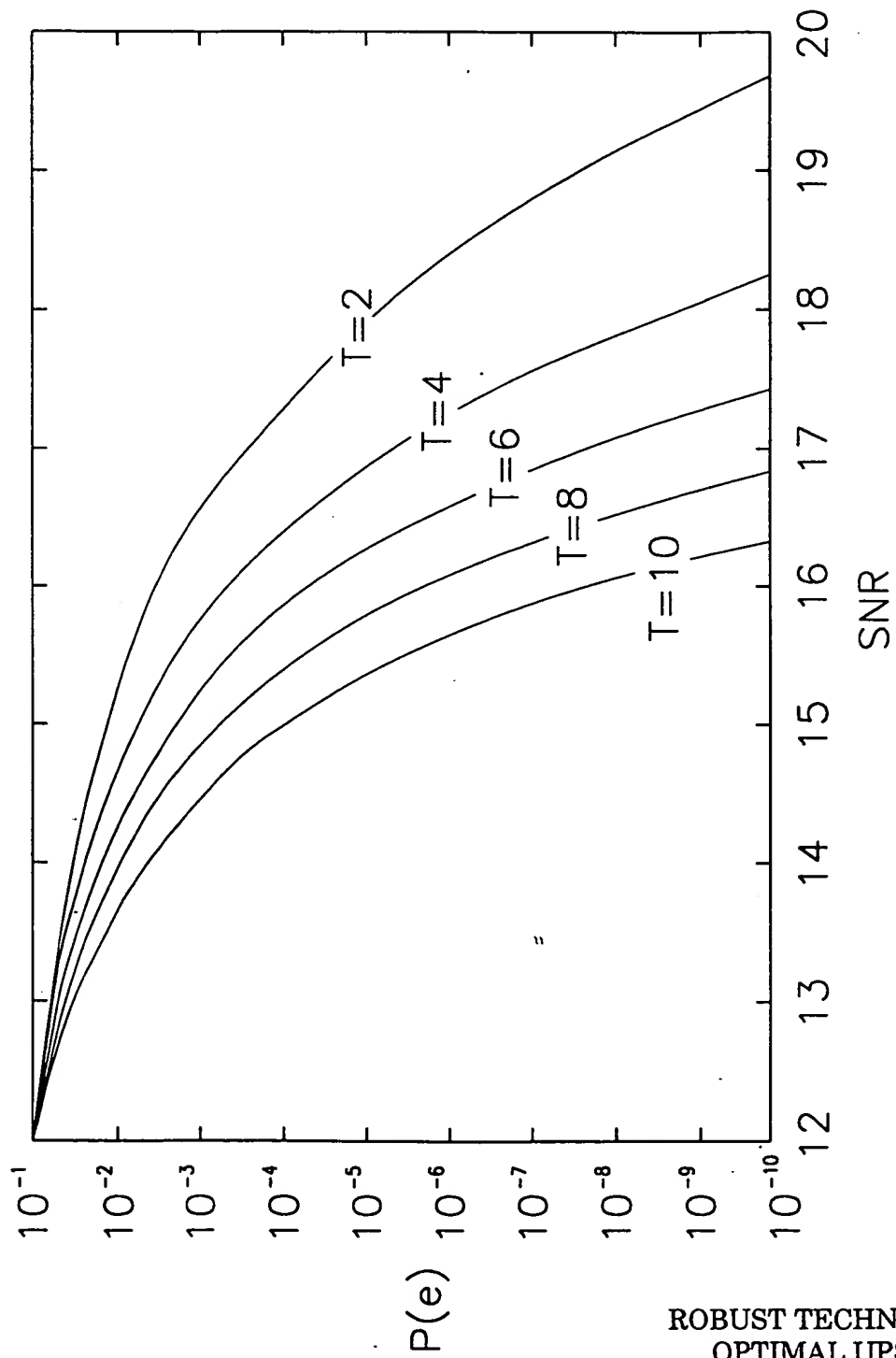
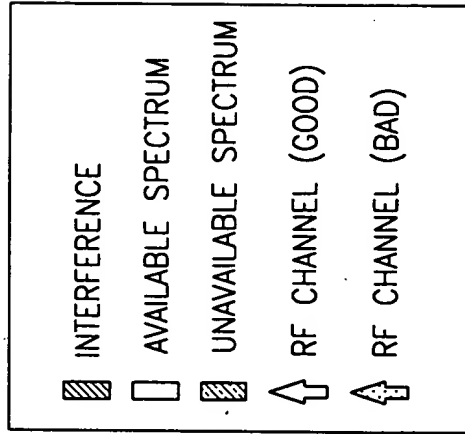
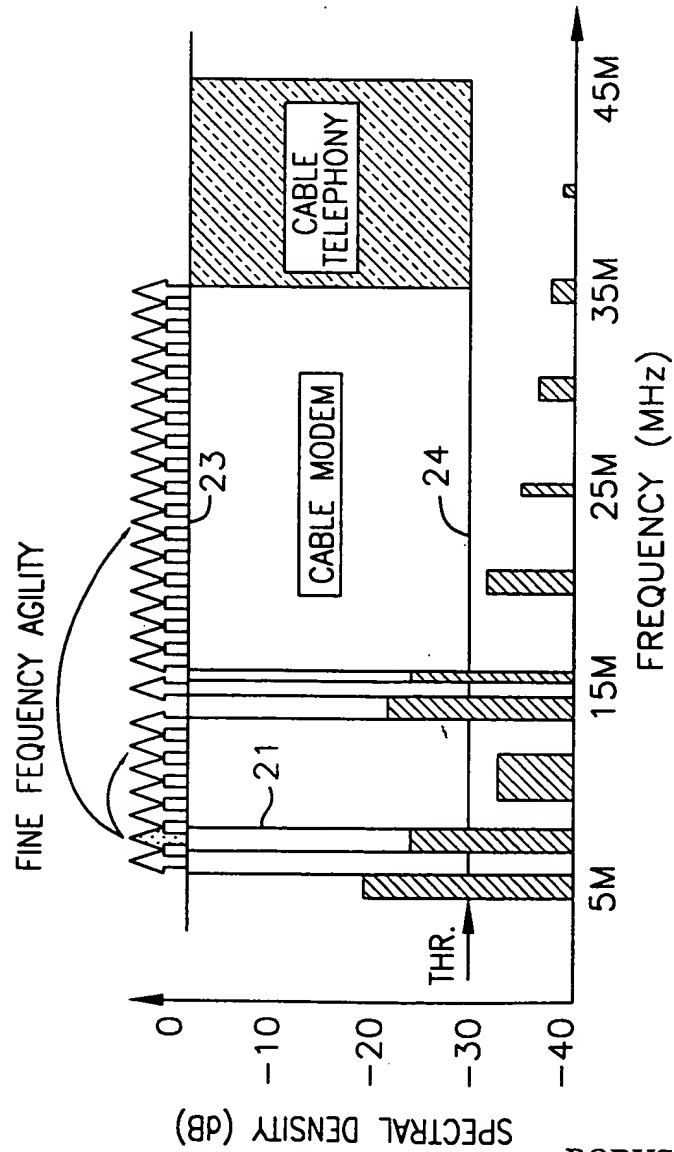


FIG. 6



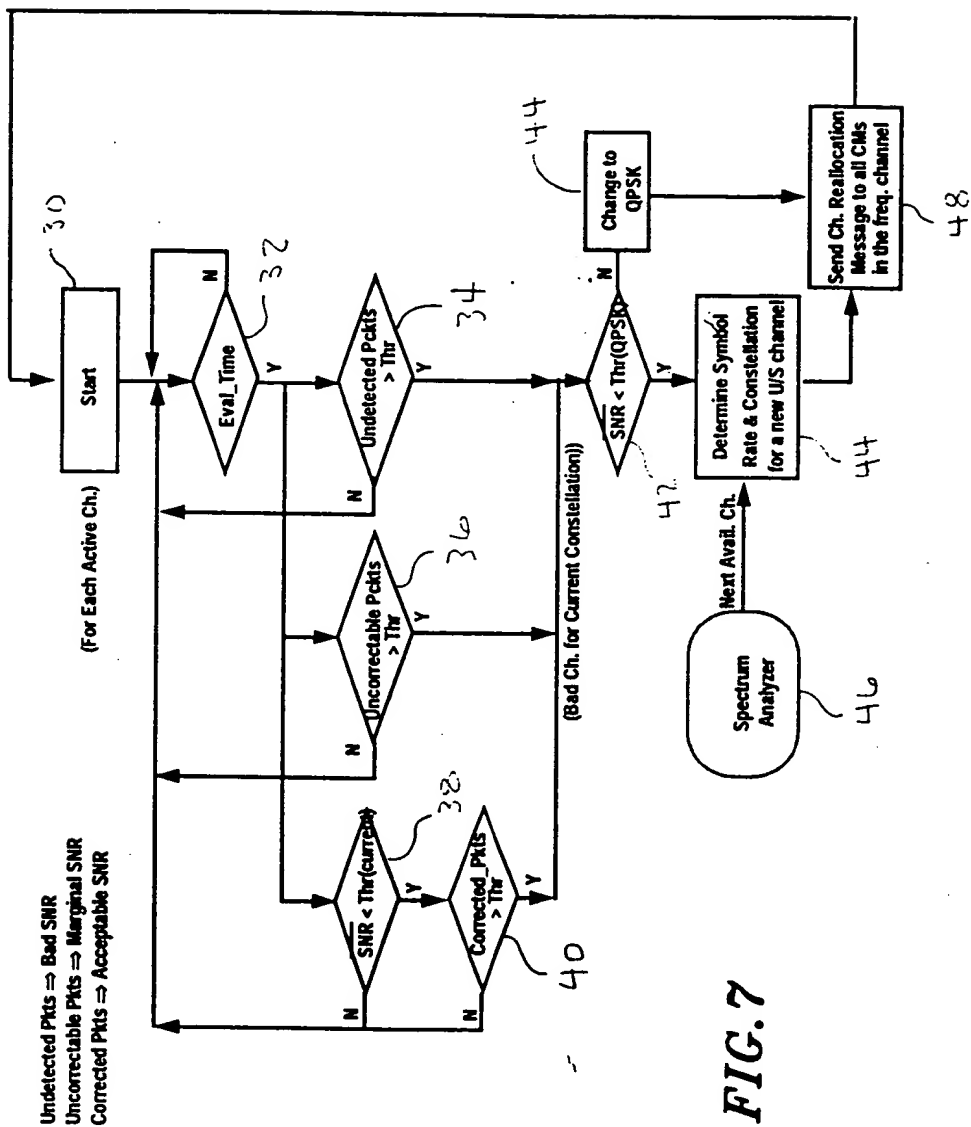
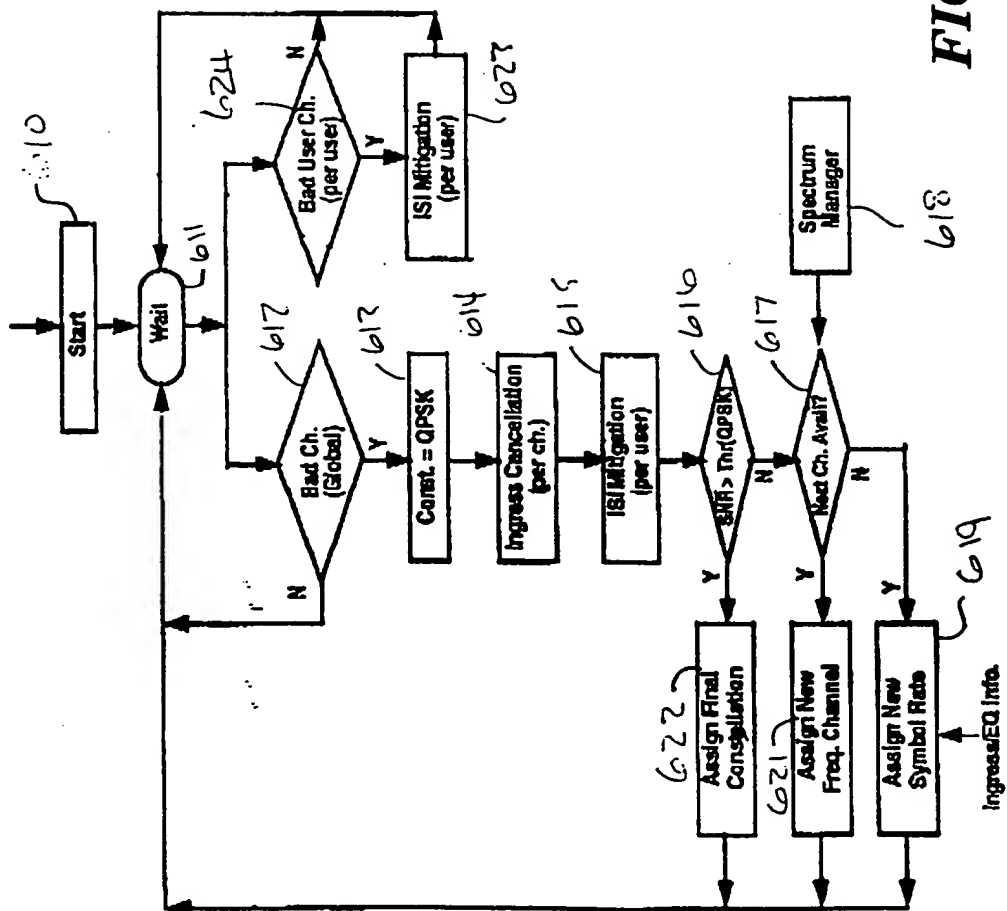
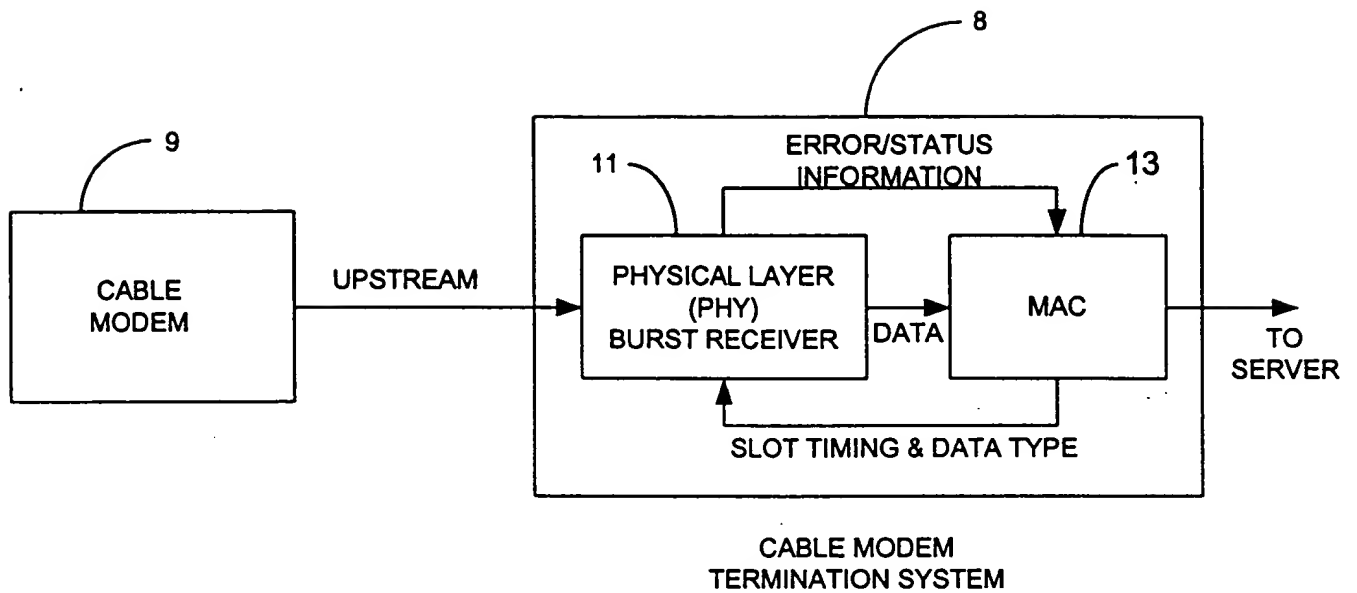


FIG. 7

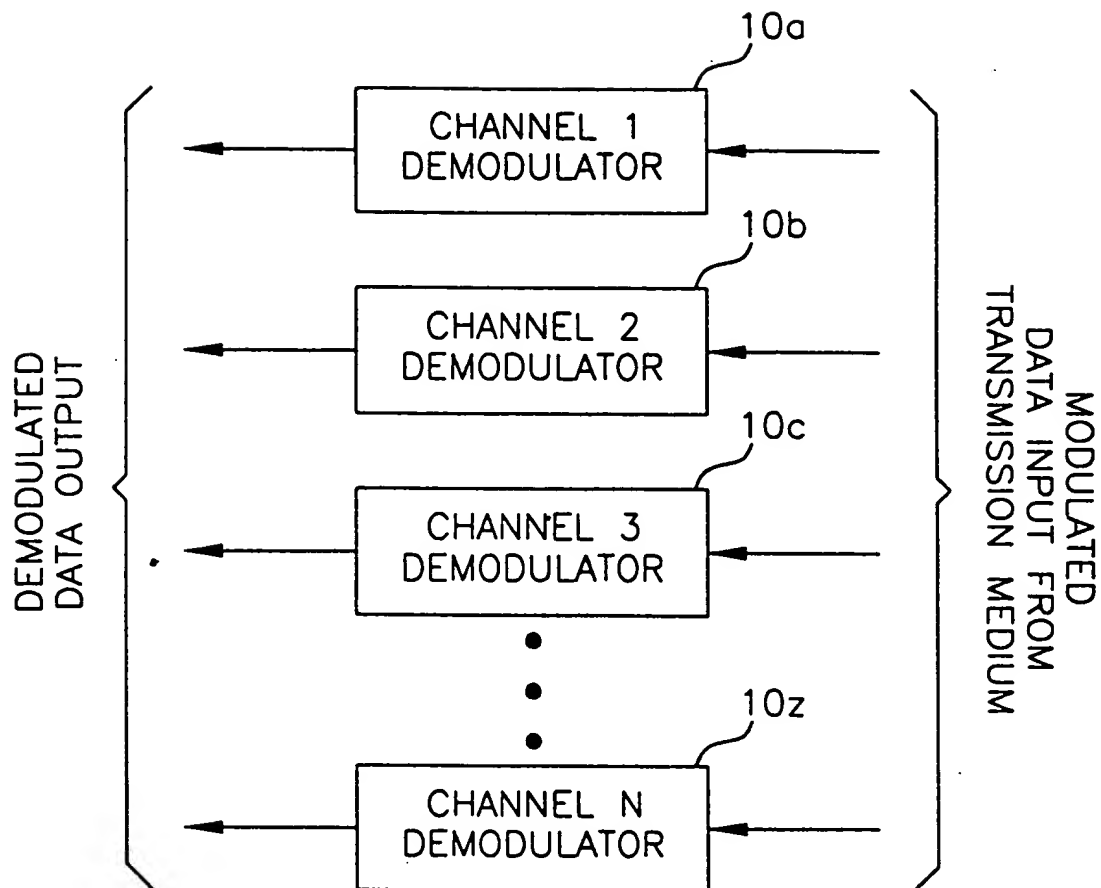


**FIG. 8**



**FIG. 1**

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



**FIG. 2**

**(Prior Art)**

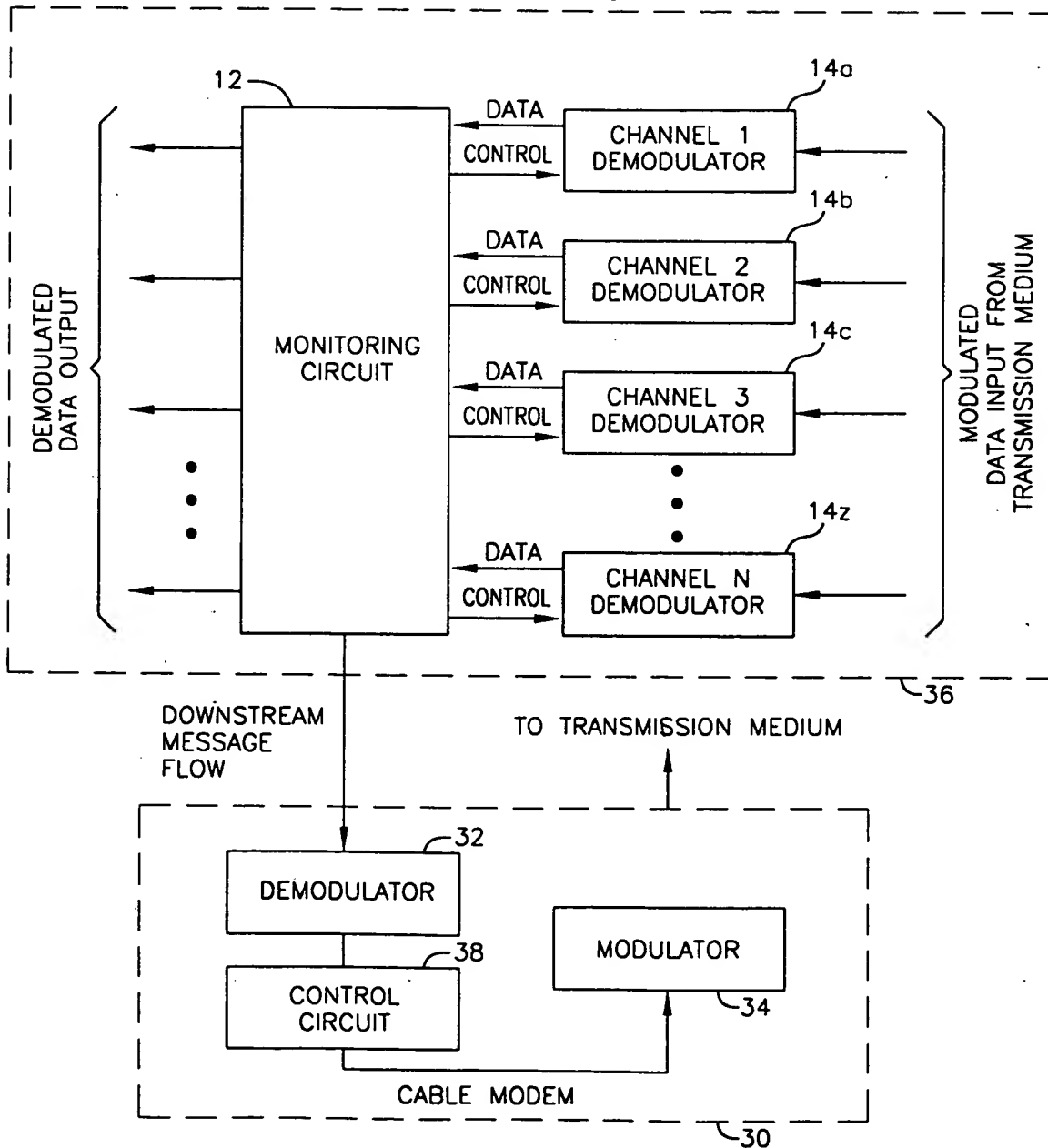
CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

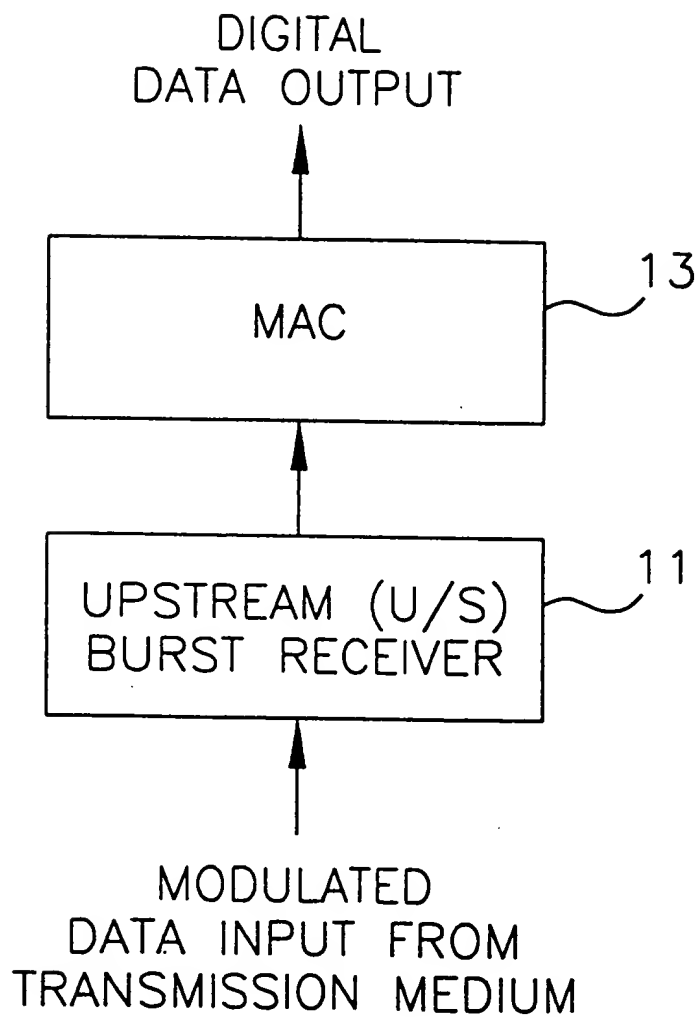


CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

**FIG. 3**

CABLE MODEM  
TERMINATION SYSTEM





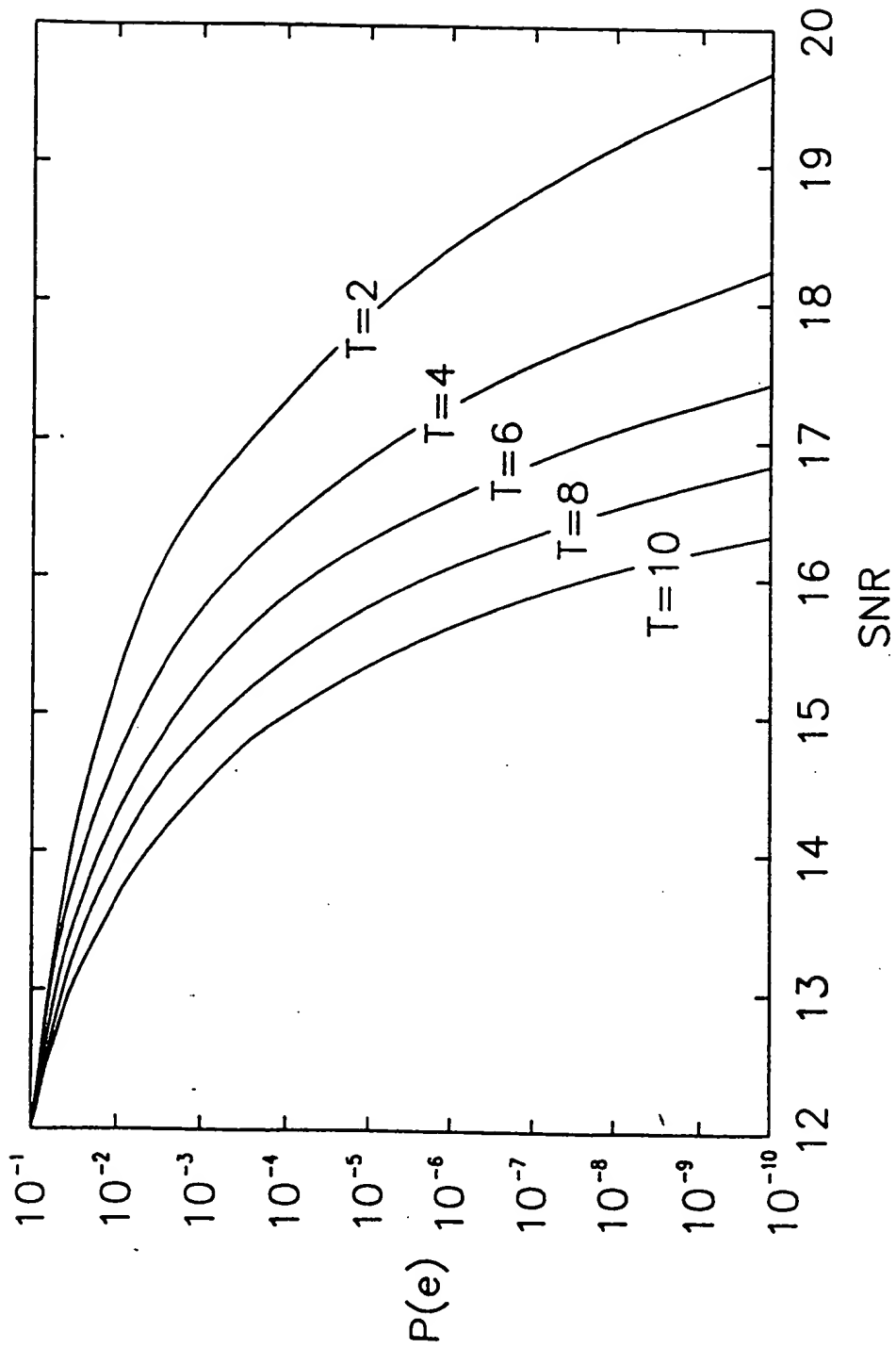
**FIG. 4**

**(Prior Art)**

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

**FIG. 5**

# CABLE MODEM TERMINATION SYSTEM UPSTREAM MAC/PHY INTERFACE



**FIG. 6**

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

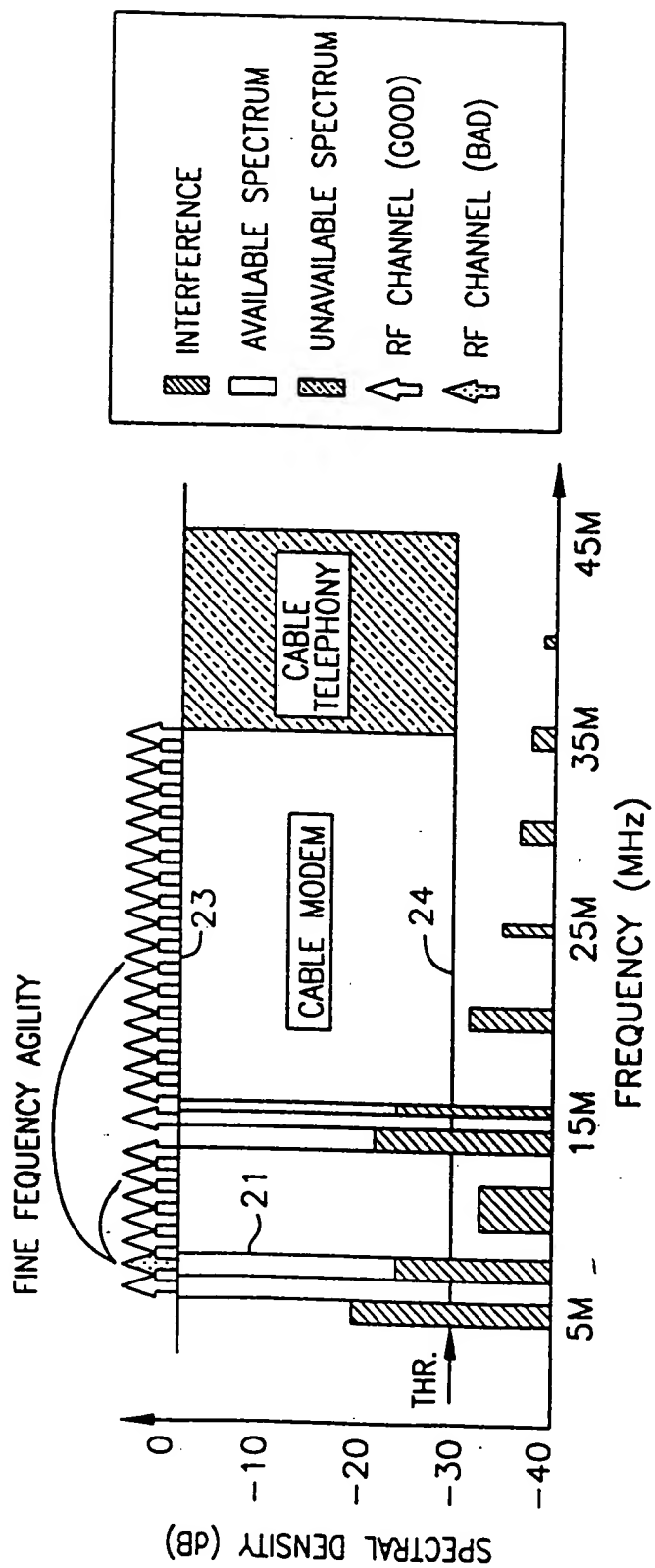
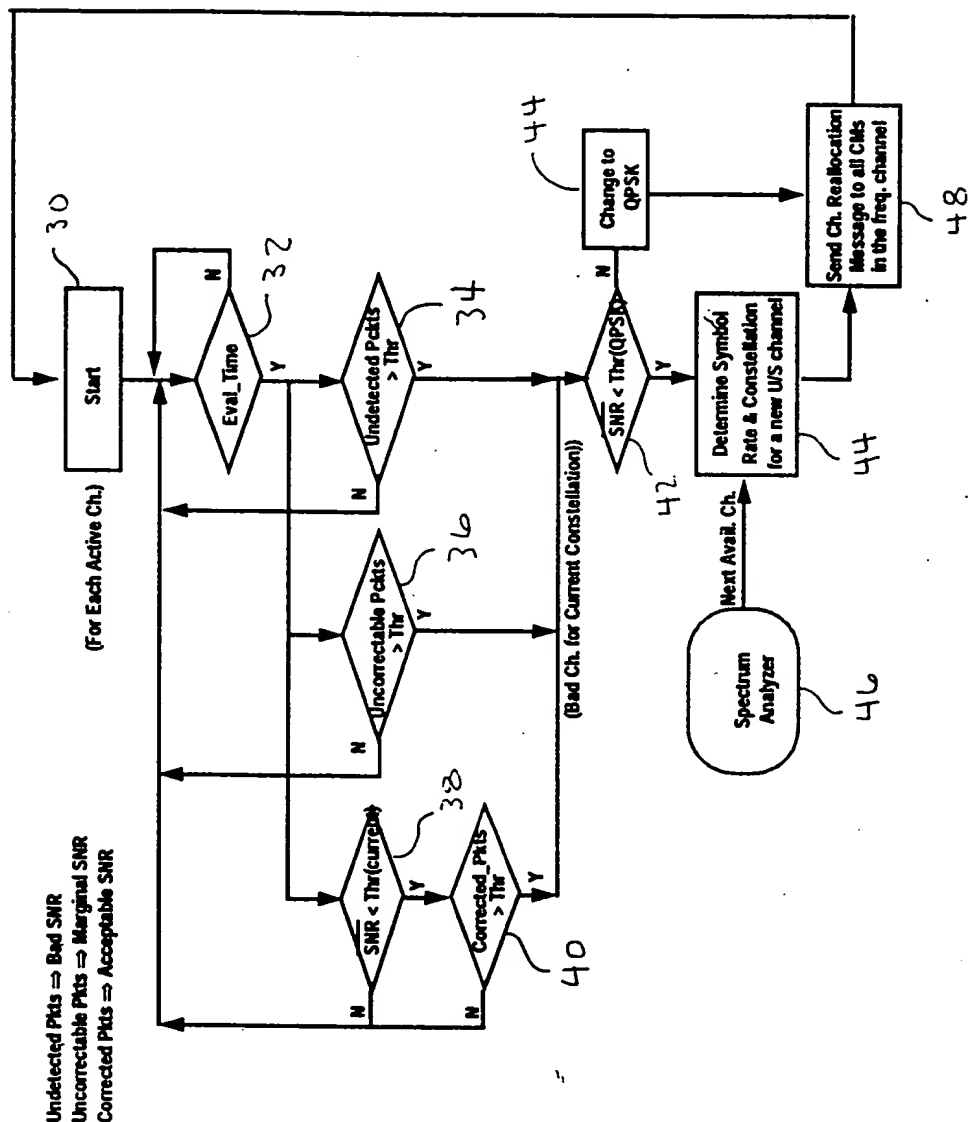


FIG. 7

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



FIG. 8



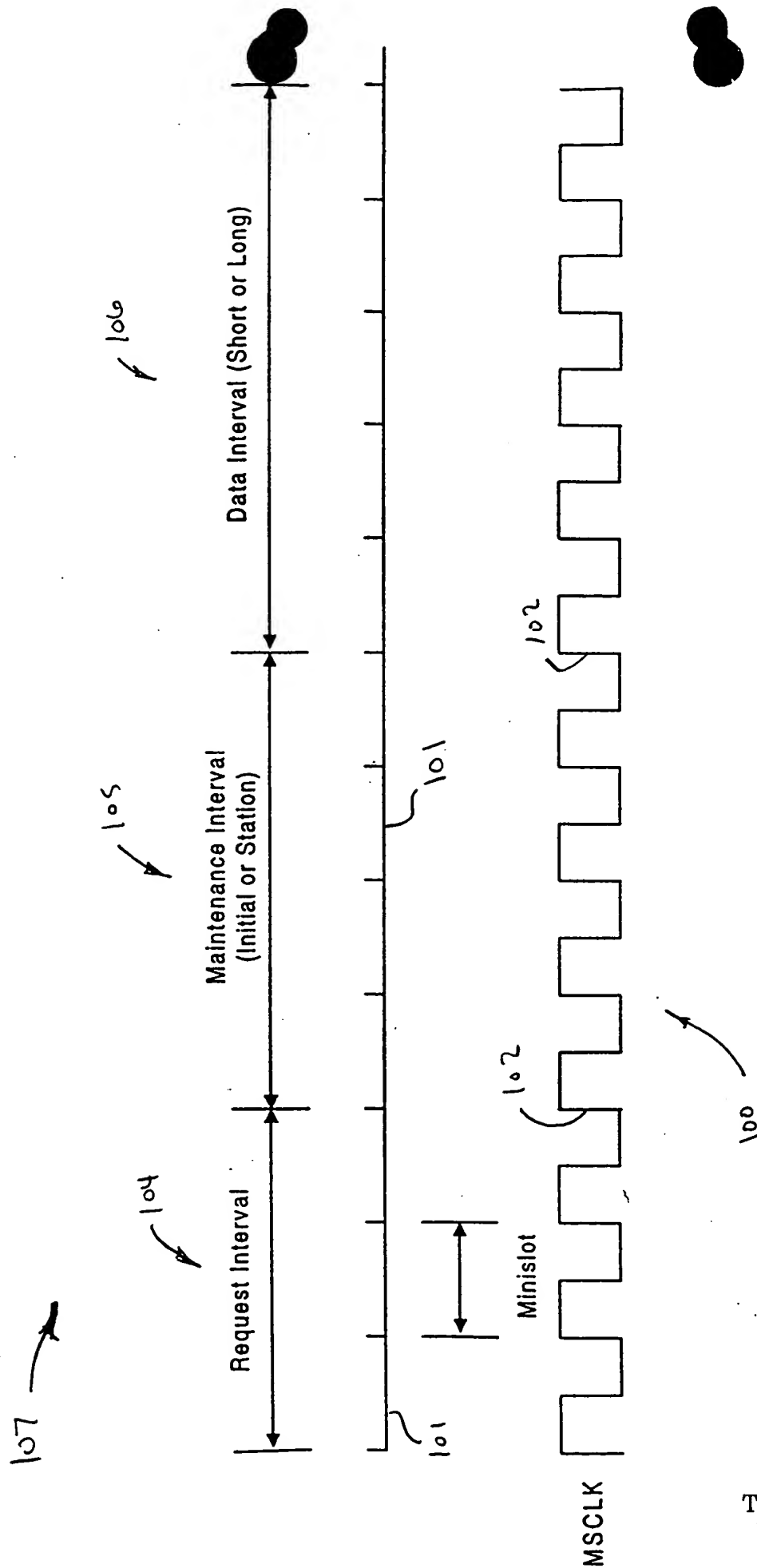


FIG. 9

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



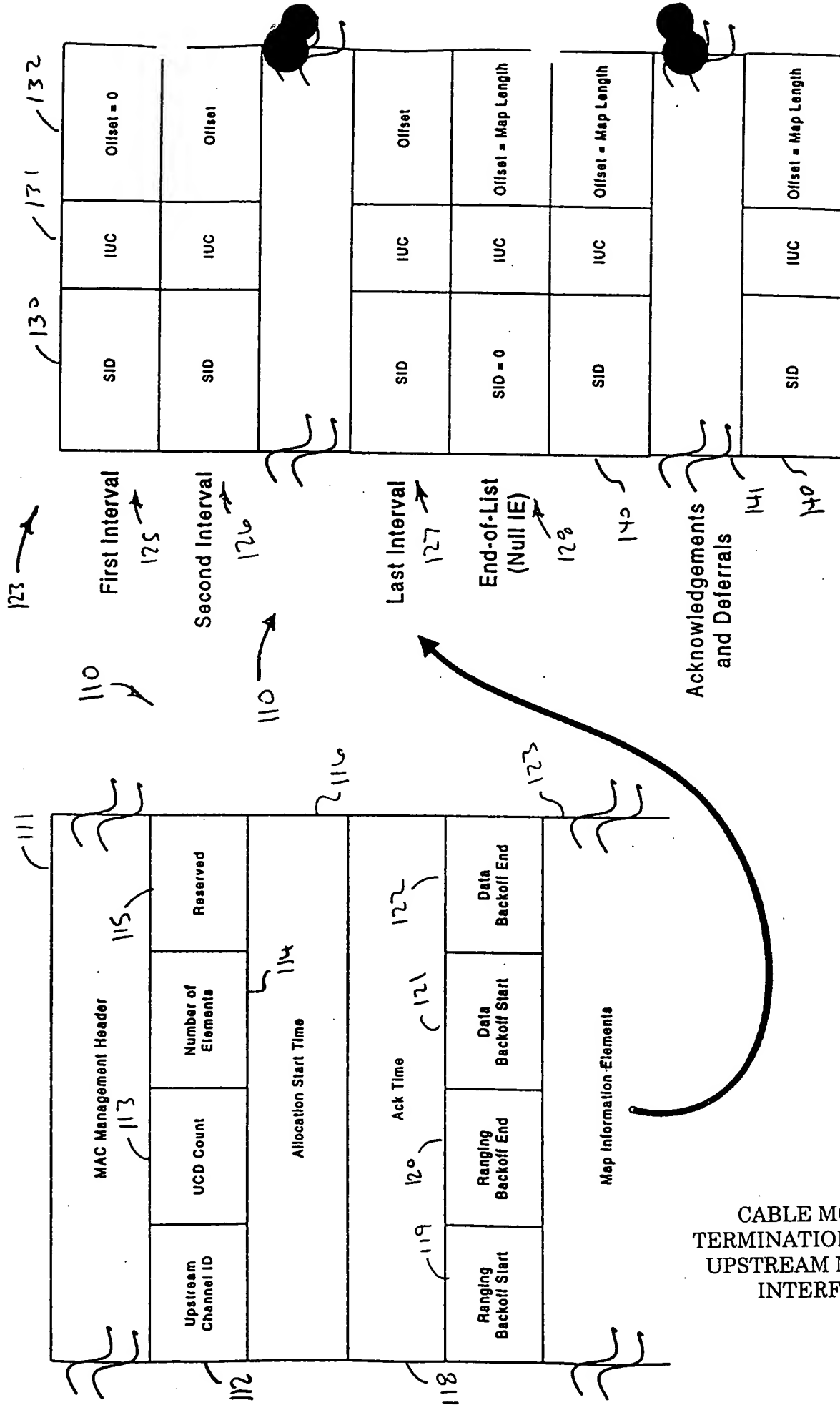
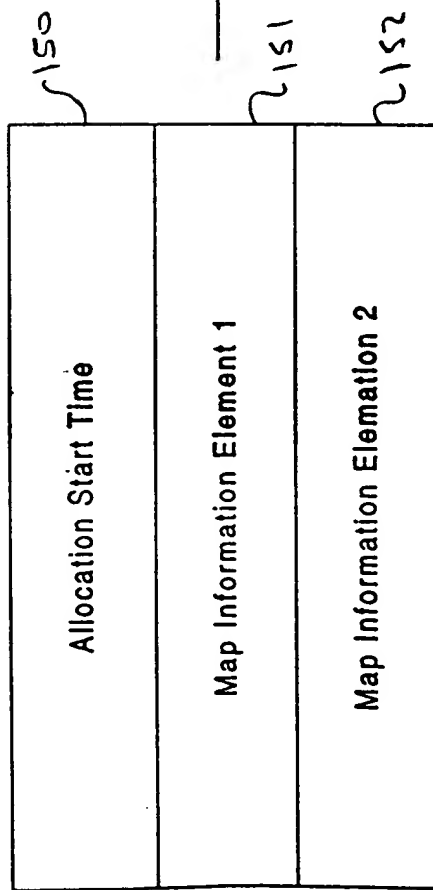
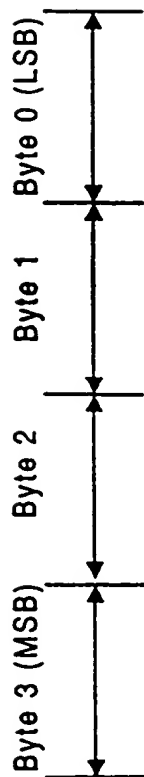
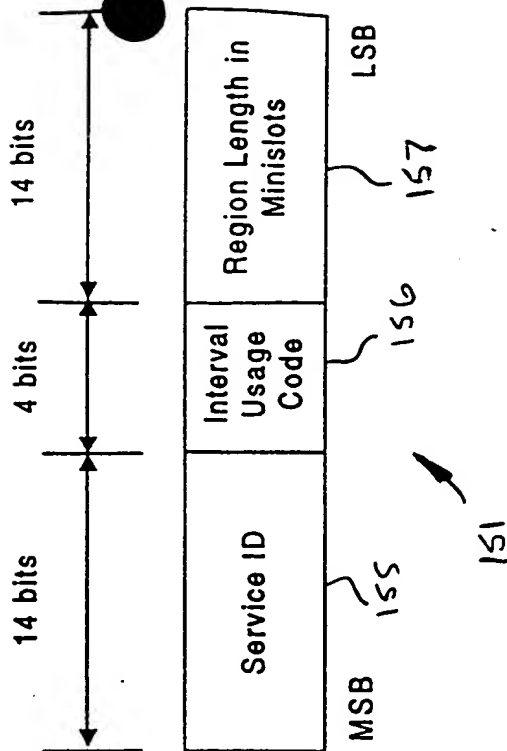
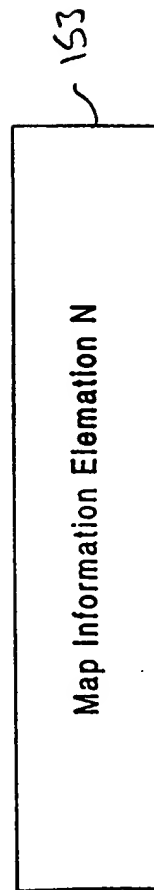


FIG. 10

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



...



CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

FIG. 11

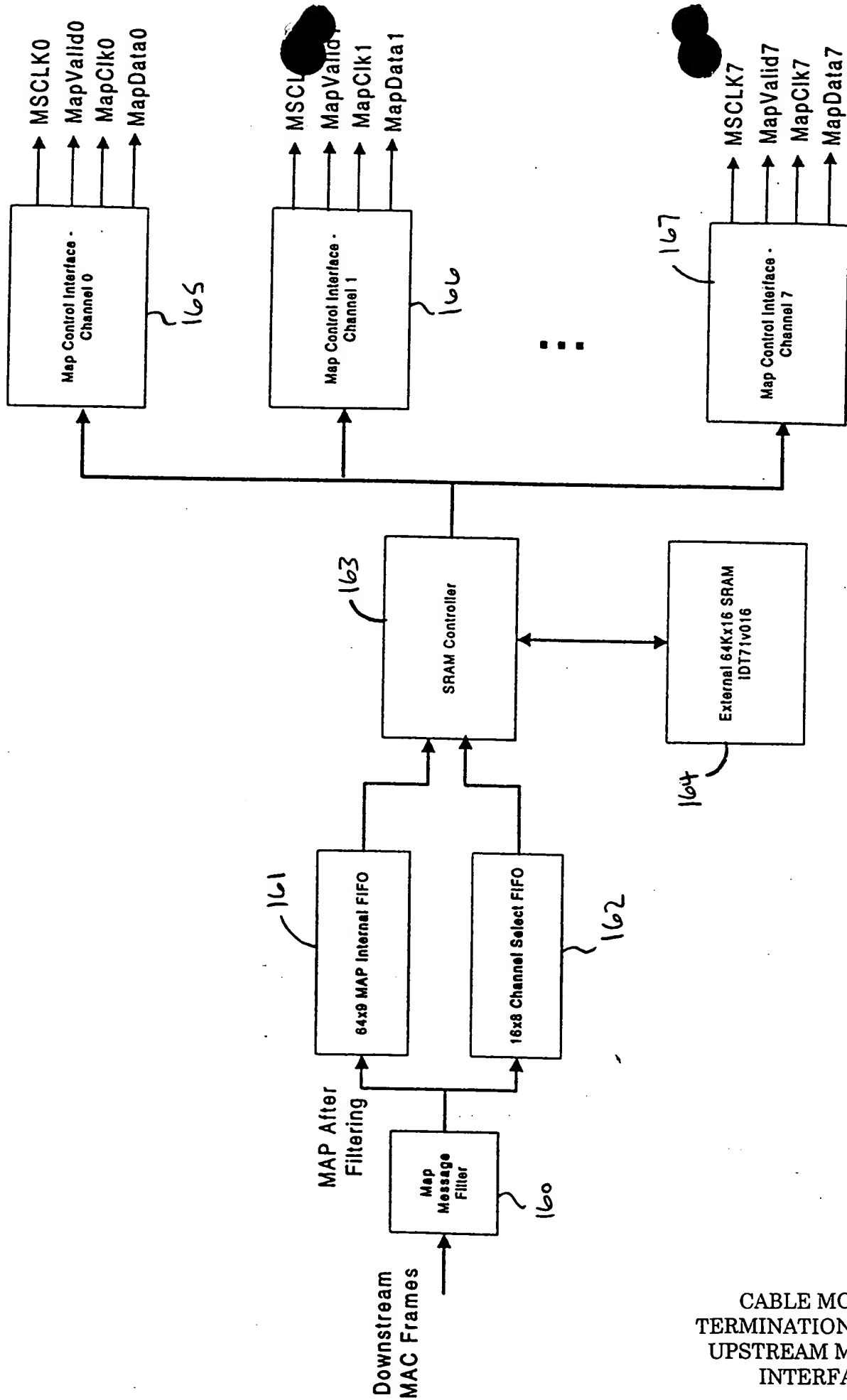


FIG. 12

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

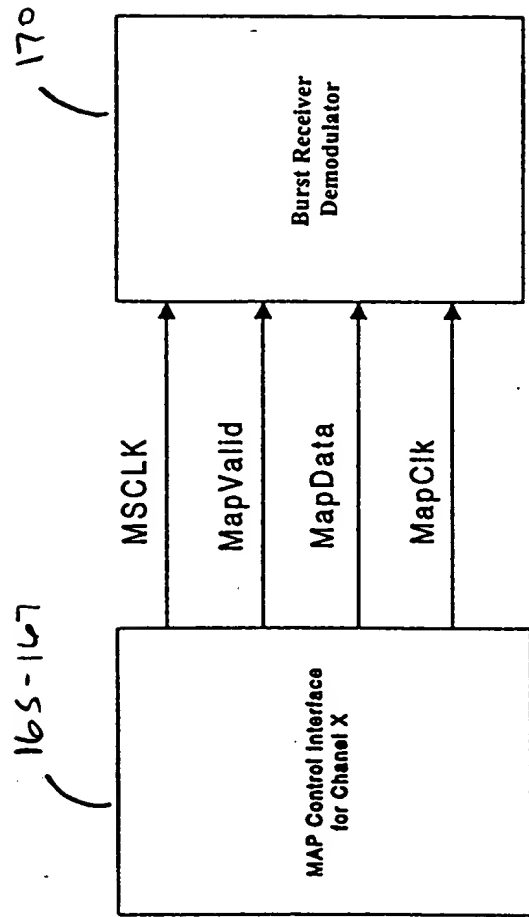


FIG. 13

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

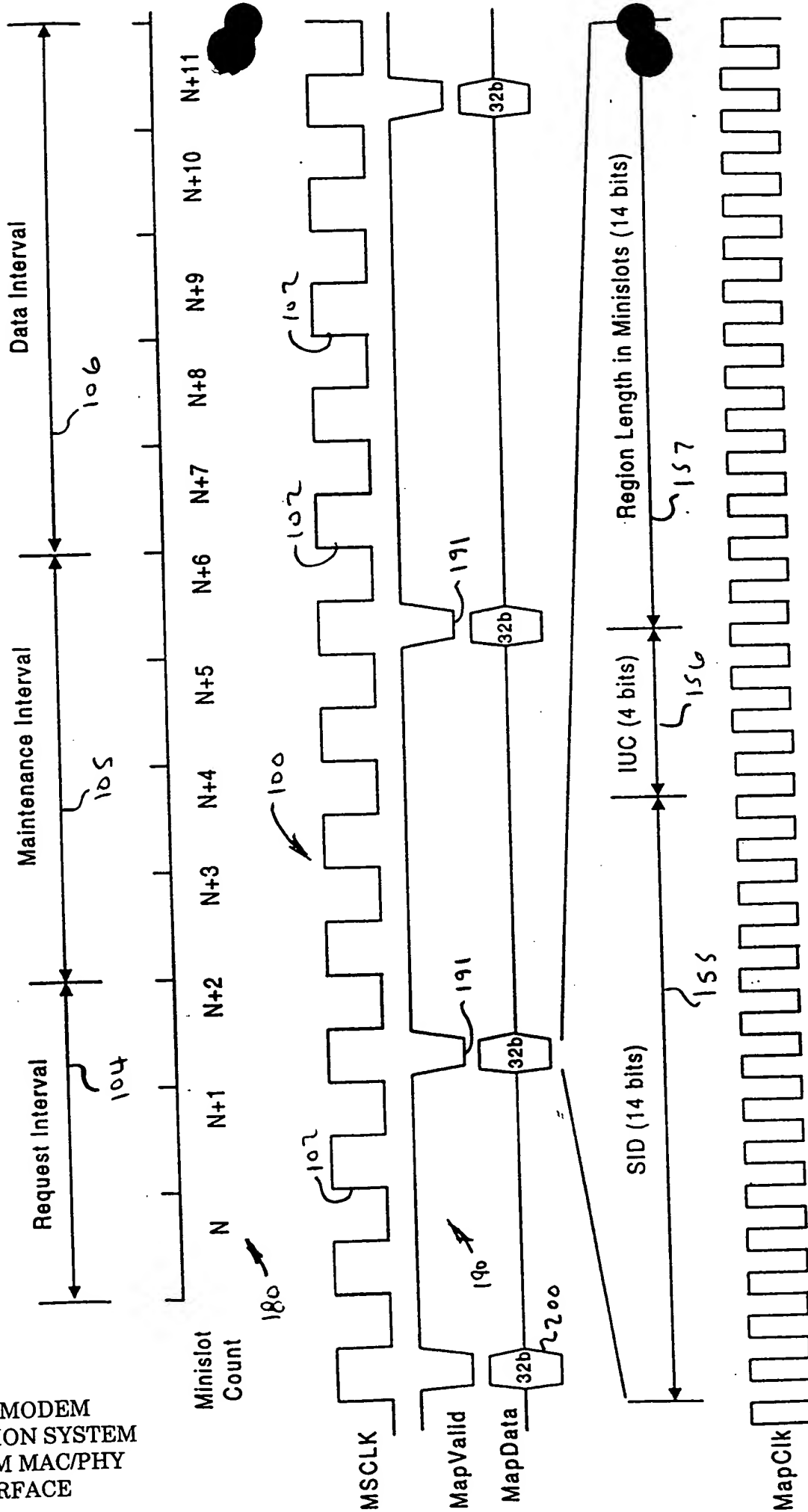


FIG. 14

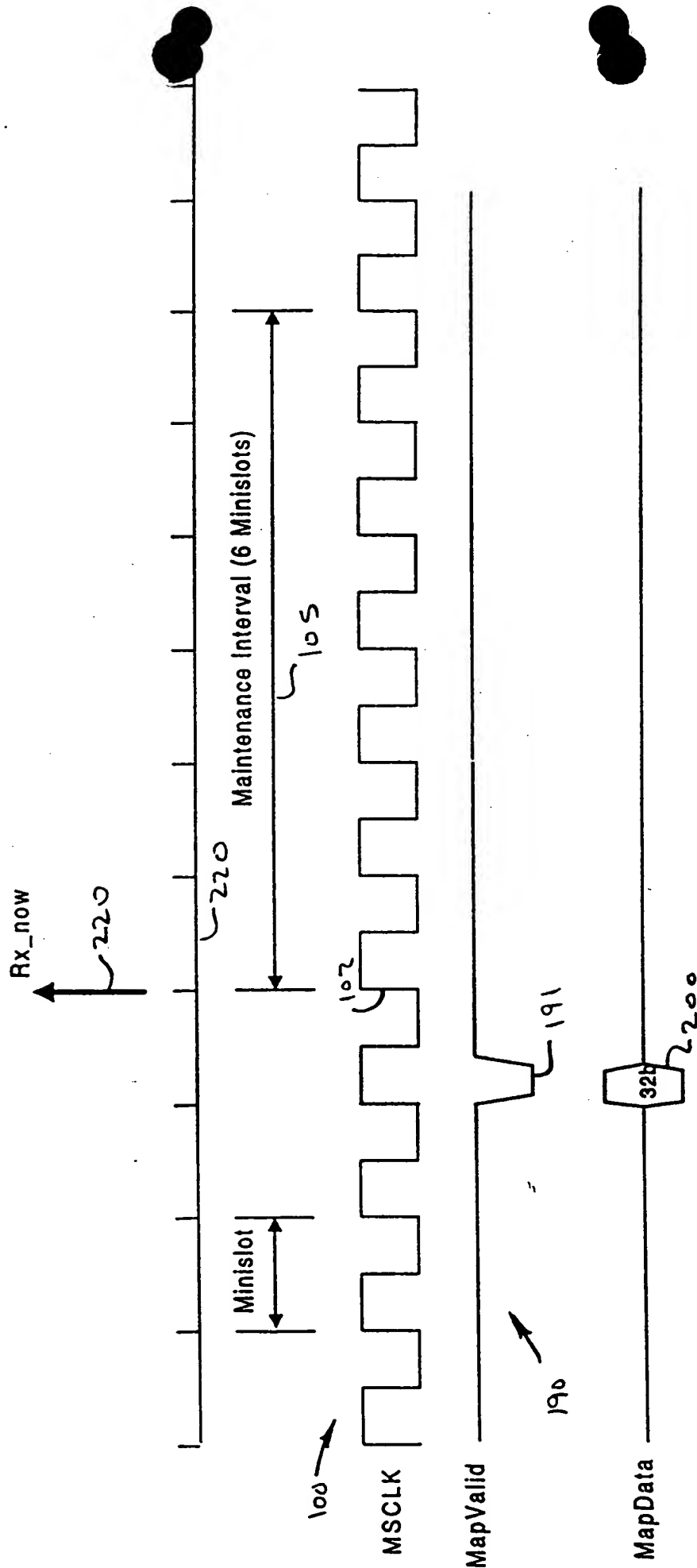
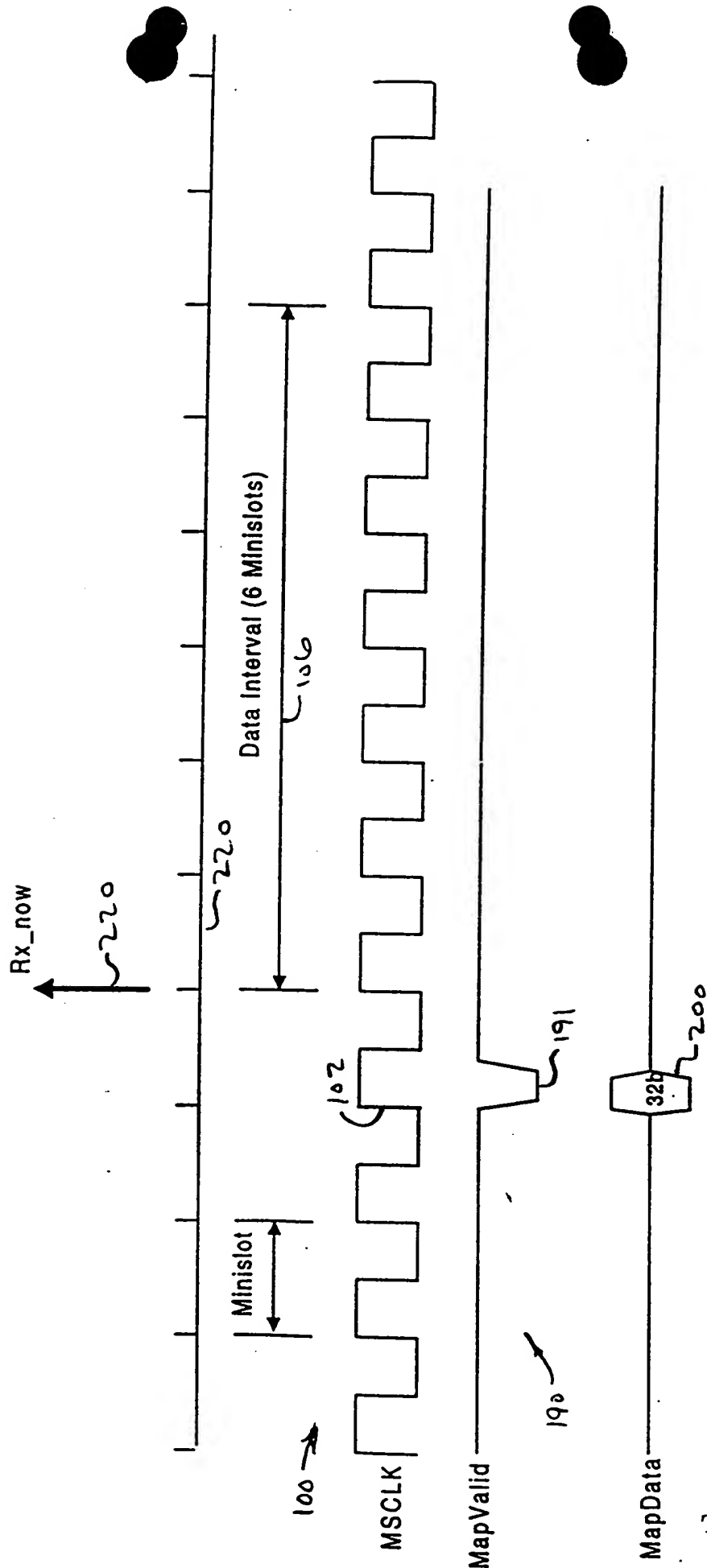


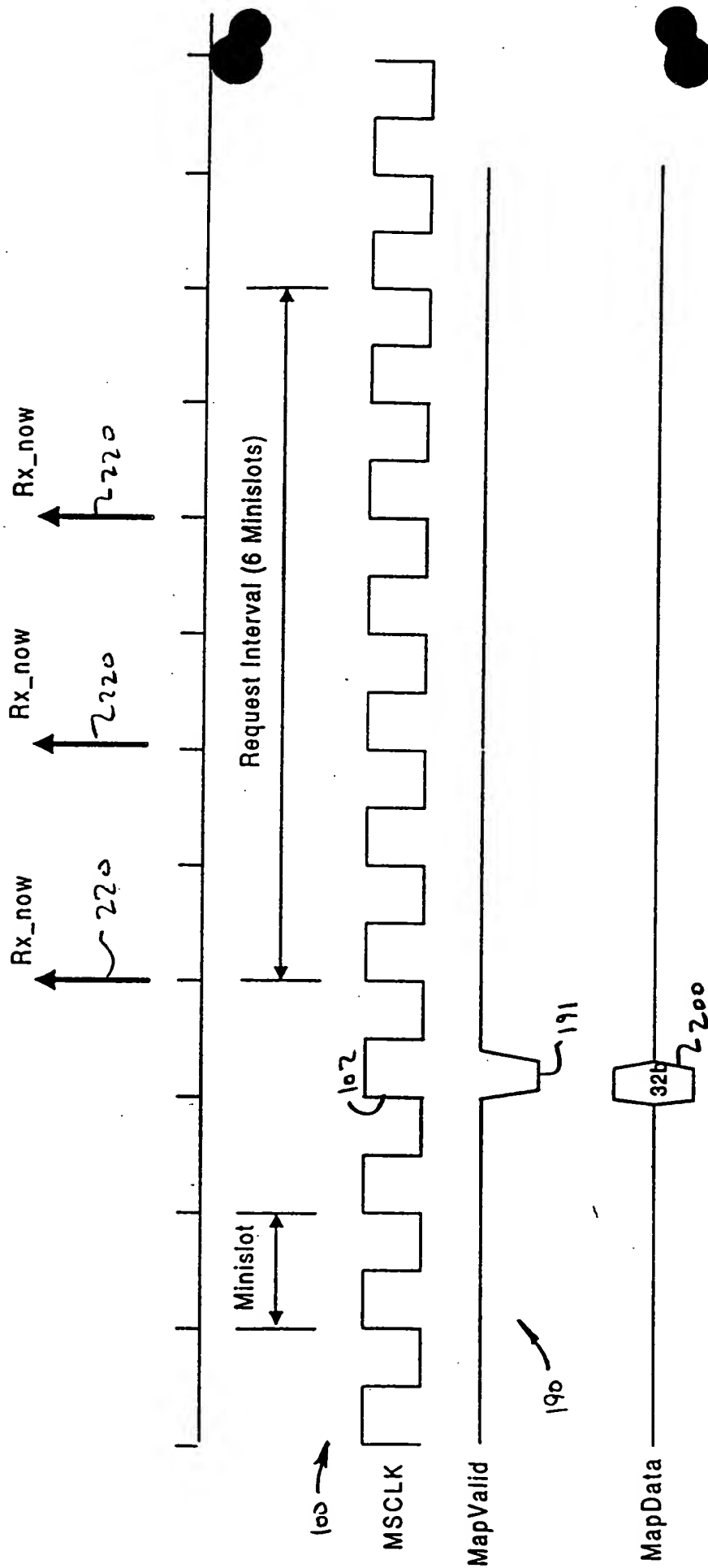
FIG. 15

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



**FIG. 16**

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



**FIG. 17**

In this example, it is assumed that each request message requires two minislots to transmit

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

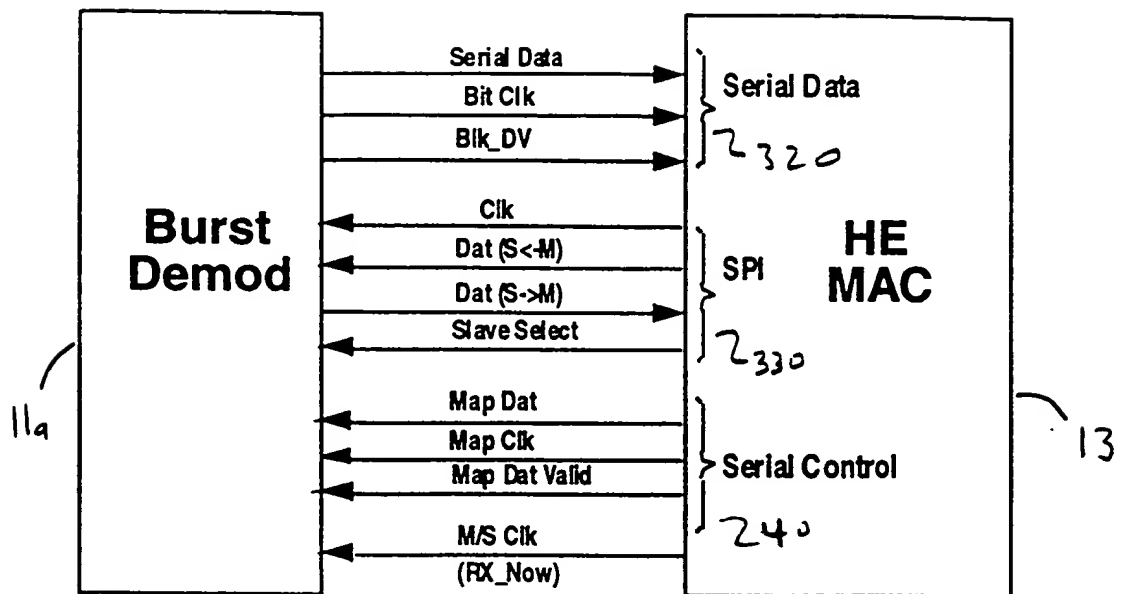


Rng. Offset 7 bytes						
Status 2 bytes	Timestamp 4 bytes	Ch. ID 1 byte	SID 2 bytes	Pwr. 2 bytes	Freq. 2 bytes	Time 3 bytes

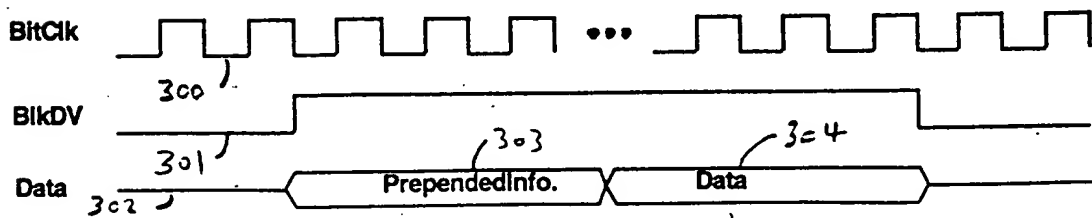
Rng. Offset 7 bytes							
Status 2 bytes	Timestamp 4 bytes	Ch. ID 1 byte	SID 2 bytes	Pwr. 2 bytes	Freq. 2 bytes	Time 3 bytes	Equalizer Coeffs. 32 bytes

Based on the Status bytes [7:5] bits, the following statistics are kept using counters.

**FIG. 20**

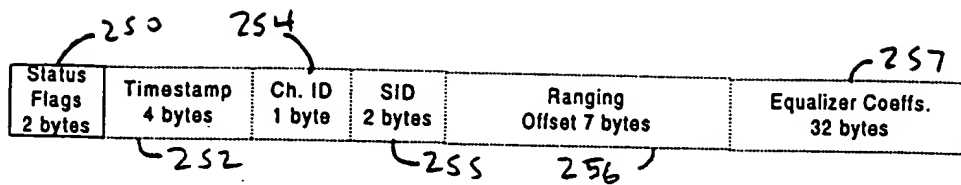


**FIG. 21**

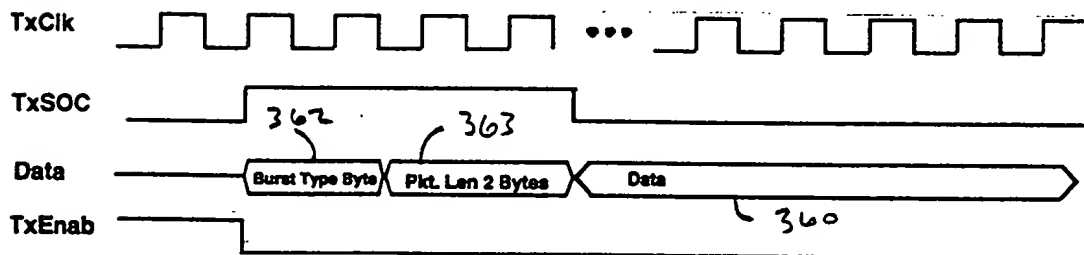


**FIG. 22**

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE



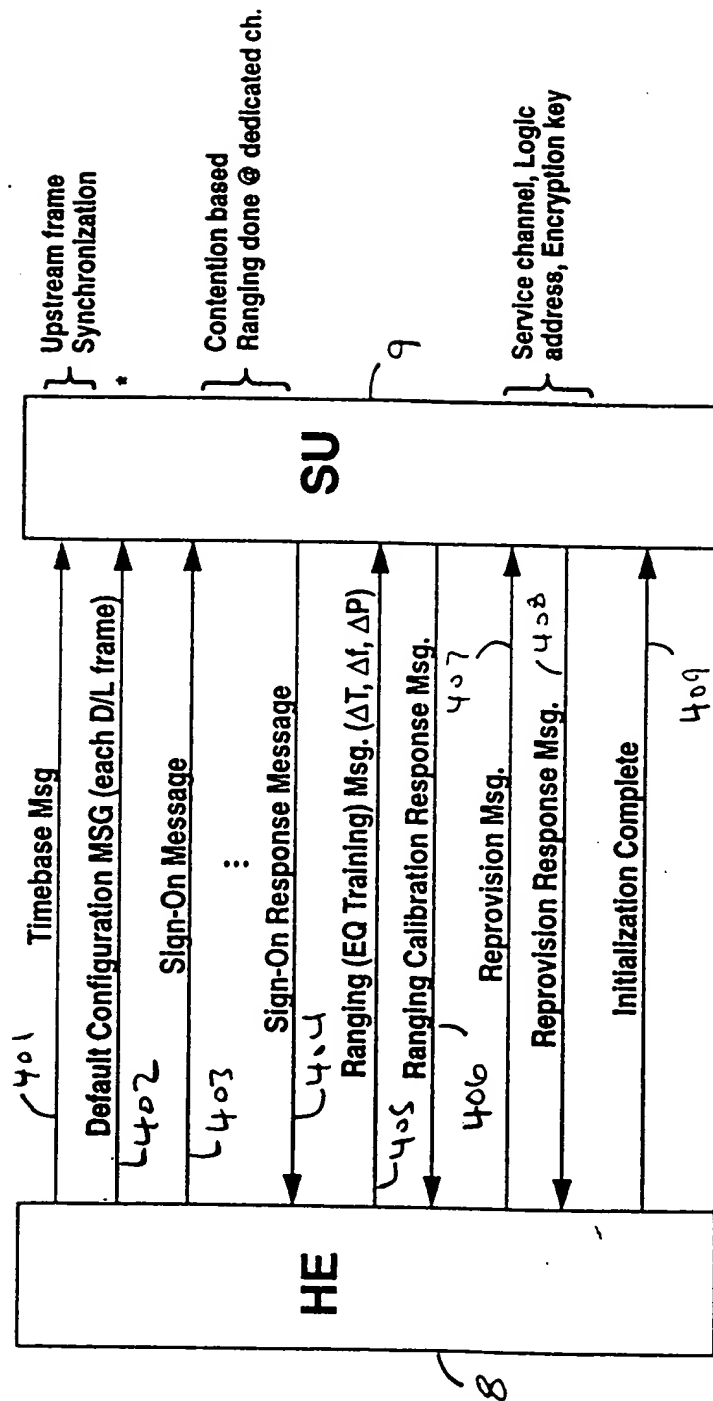
**FIG. 23**



**FIG. 24**

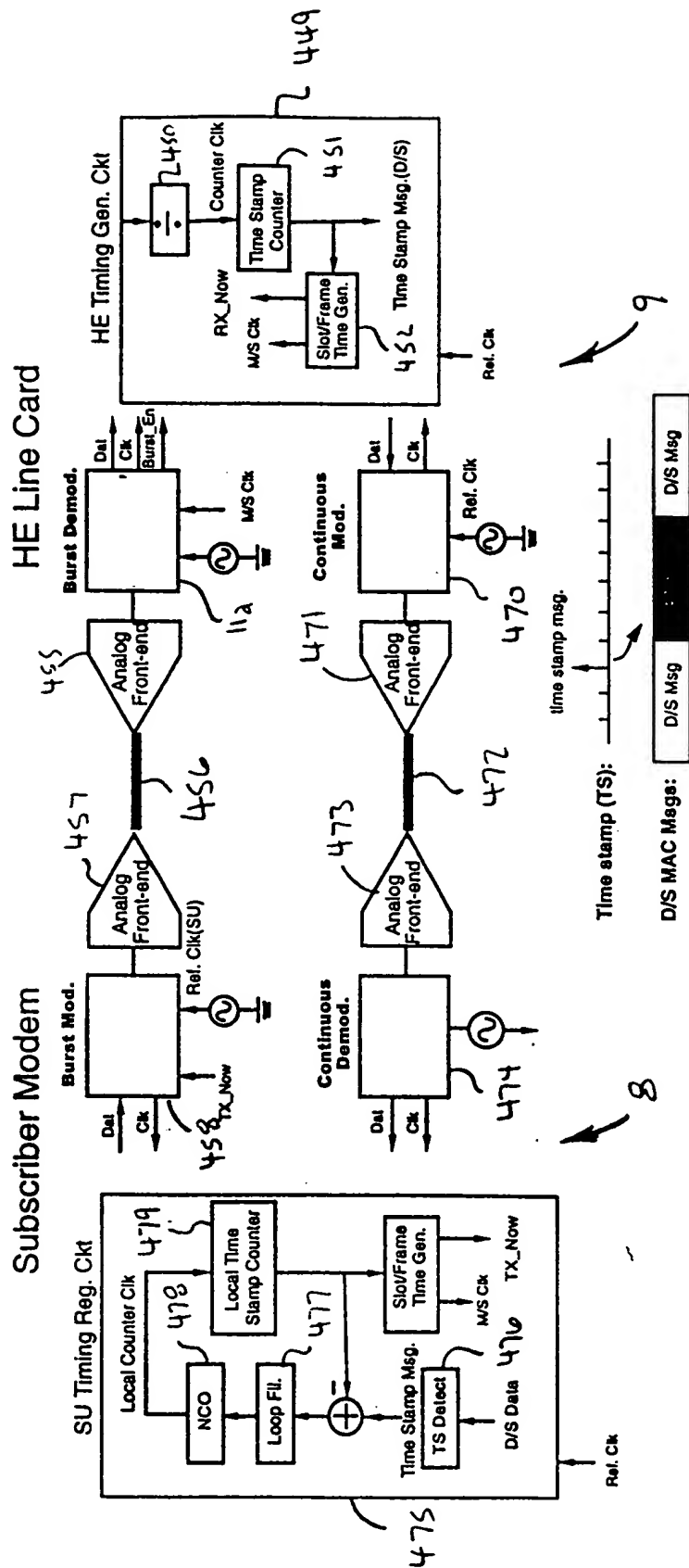
CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE

• Sign-On Sequence (plug-&-play based registration)



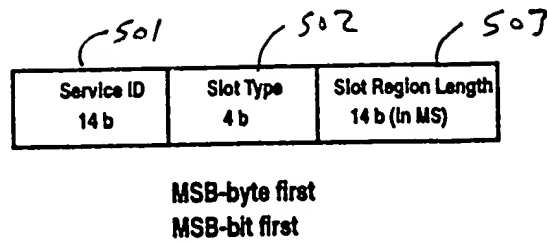
\* Default Configuration Msg: Ranging channel frequency, Transmission rate  
Initial pwr level, Contention-based access slot Information, etc.

FIG. 25

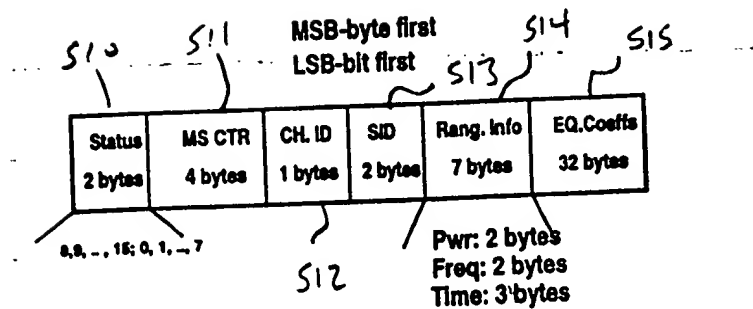


- MAC framing and PHY framing are decoupled
- Upstream frame synchronization based on time stamp messages

FIG. 26



**FIG. 27**



**FIG. 28**

Bit Field	Definition if Bit[11]=1	Definition if Bit[11]=0
Bit[15:12]	MCNS IUC	Reserved
Bit [11]	1: Indicates 1 <sup>st</sup> block of transmission	0: Indicates not 1 <sup>st</sup> block of transmission
Bit [10]	1: Indicates last block of transmission	1: Indicates last block of transmission
Bit [9]	1: Indicates Ranging required	Reserved
Bit [8]	Reserved	Reserved
Bit [7:5]	000: FEC OK 001: Correctable FEC Error 010: uncorrectable FEC error 011: no Unique word detected 100: collided packet 101: no energy 110: packet length violation	000: FEC OK 001: Correctable FEC Error 010: uncorrectable FEC error 011: no Unique word detected 100: collided packet 101: no energy 110: packet length violation
Bit [4]	1: Valid Minislot count prepended	Reserved
Bit [3]	1: Valid Channel ID prepended	Reserved
Bit [2]	1: Valid SID prepended	Reserved
Bit [1]	1: Ranging Info prepended	Reserved
Bit [0]	1: Equalizer coefficients prepended	Reserved

**FIG. 29**

CABLE MODEM  
TERMINATION SYSTEM  
UPSTREAM MAC/PHY  
INTERFACE





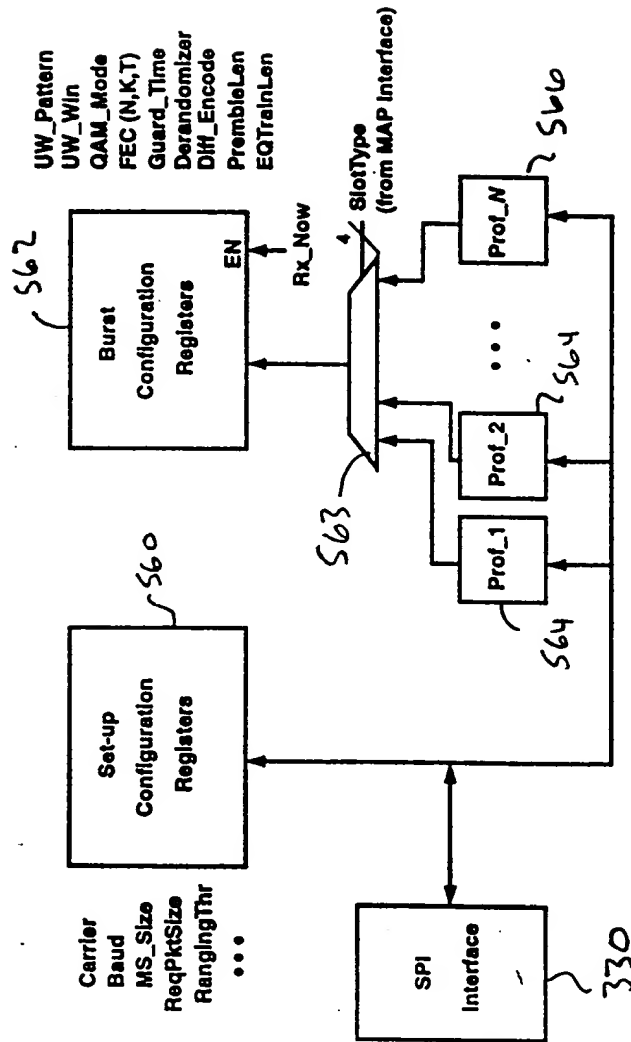


FIG. 31

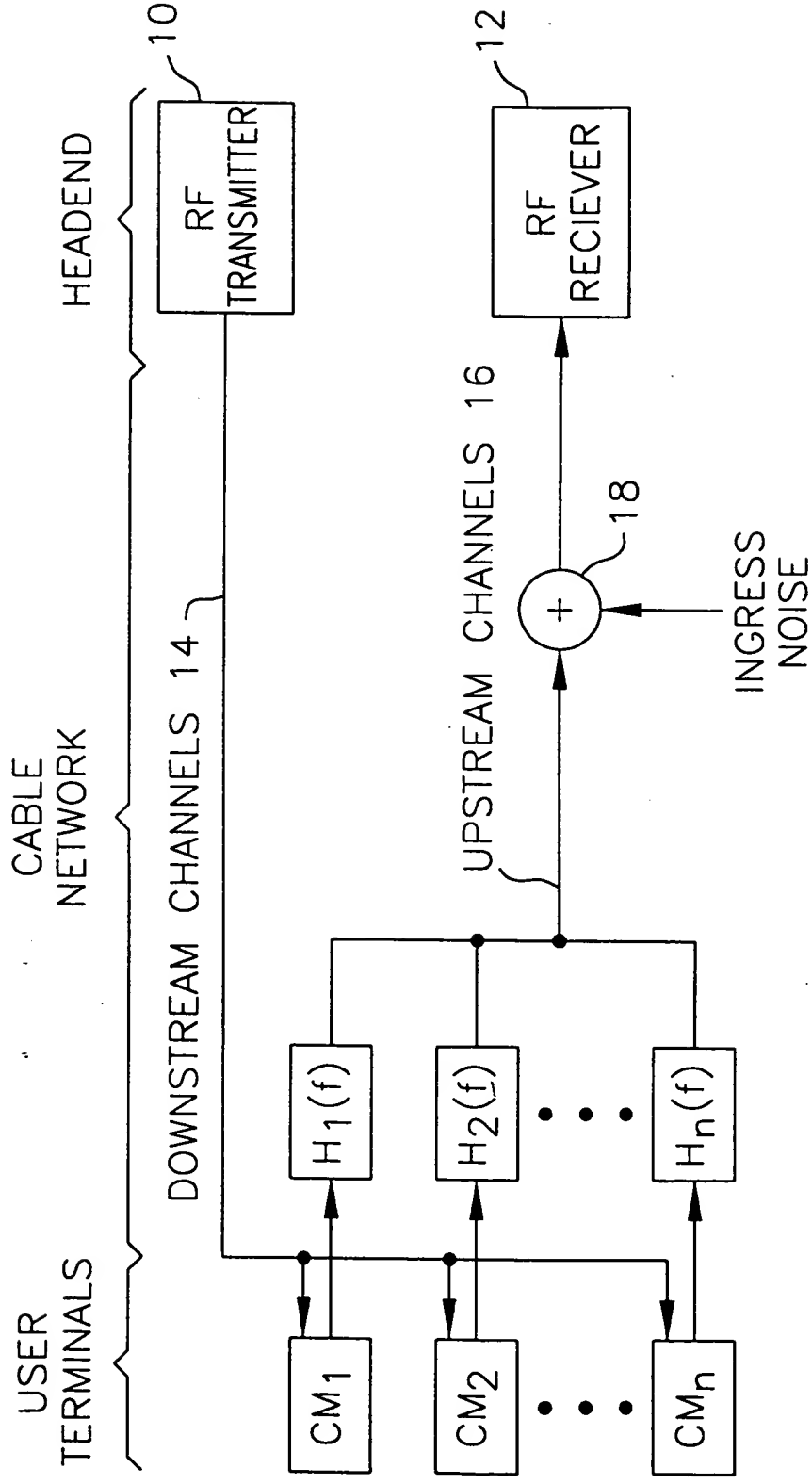
The diagram shows the timing relationship between several signals:

- TX\_CLK**: A periodic clock signal with cycles numbered 1 through 24.
- TX\_ENAB**: An enable signal that transitions from low to high at the start of cycle 1 and remains high.
- TX\_CLAV**: A strobe signal that transitions from low to high at the start of cycle 1 and returns to low at the start of cycle 9.
- TX\_SOC**: A start-of-frame signal that transitions from low to high at the start of cycle 1 and returns to low at the start of cycle 17.
- TX\_DATA**: A data stream consisting of 24 bytes. The first 16 bytes are grouped into four sets of four bytes each, labeled 602a, 603a, 604a, and 605a. Each group is further divided into two pairs of two bytes, labeled with MSB (Most Significant Byte) and LSB (Least Significant Byte). The last 8 bytes (cycles 17-24) are grouped into two sets of four bytes each, labeled 606a and 607a, also with MSB/LSB labels.

The diagram shows the timing relationship between several signals during a burst transmission:

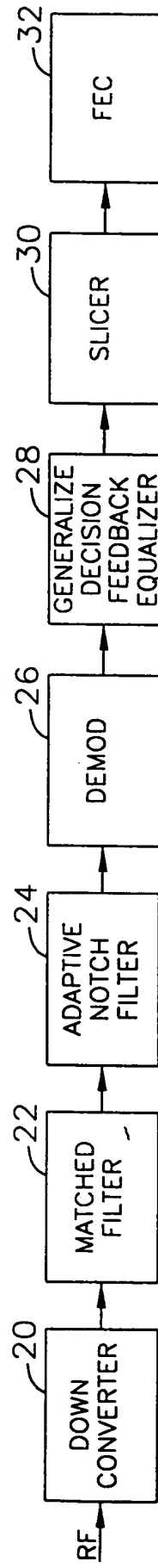
- TX\_CLK**: A periodic clock signal. A bracket labeled 601b indicates a period of 8 clock cycles.
- TX\_ENAB**: A signal that transitions from low to high at the start of the burst and returns to low after the last data byte.
- TX\_CLAV**: A signal that transitions from low to high at the start of the burst and returns to low after the last data byte.
- TX\_SOC**: A signal that transitions from low to high at the start of the burst and returns to low after the last data byte.
- TX\_DATA**: A signal showing the data bytes being transmitted. Each byte is represented by a box divided into two halves, labeled MSB (Most Significant Bit) and LSB (Least Significant Bit). A bracket labeled 605b indicates the duration of one data byte.

FIG. 1



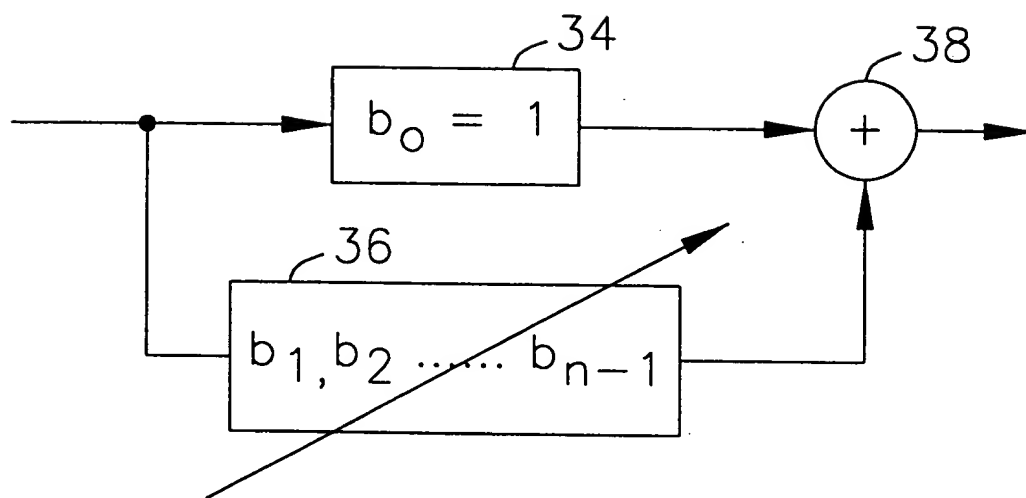
METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM

FIG. 2

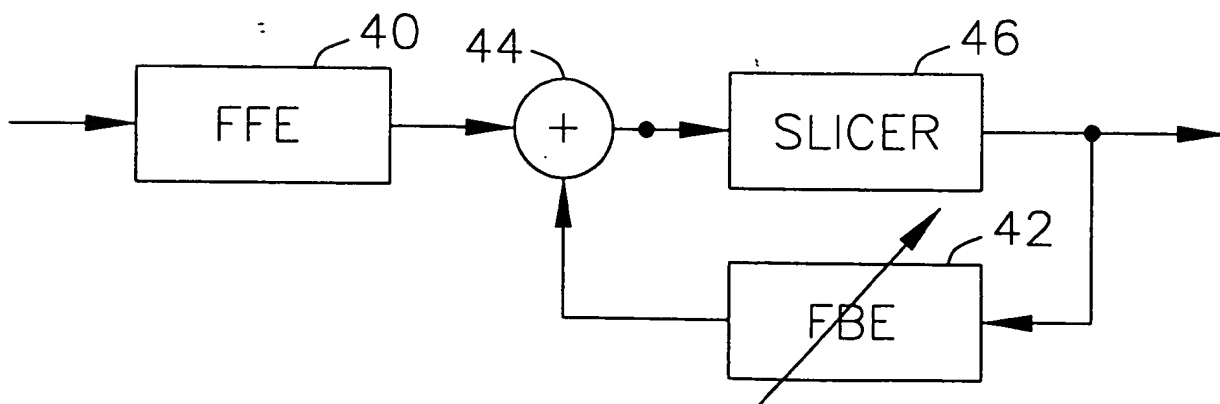


METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM

**FIG. 3**

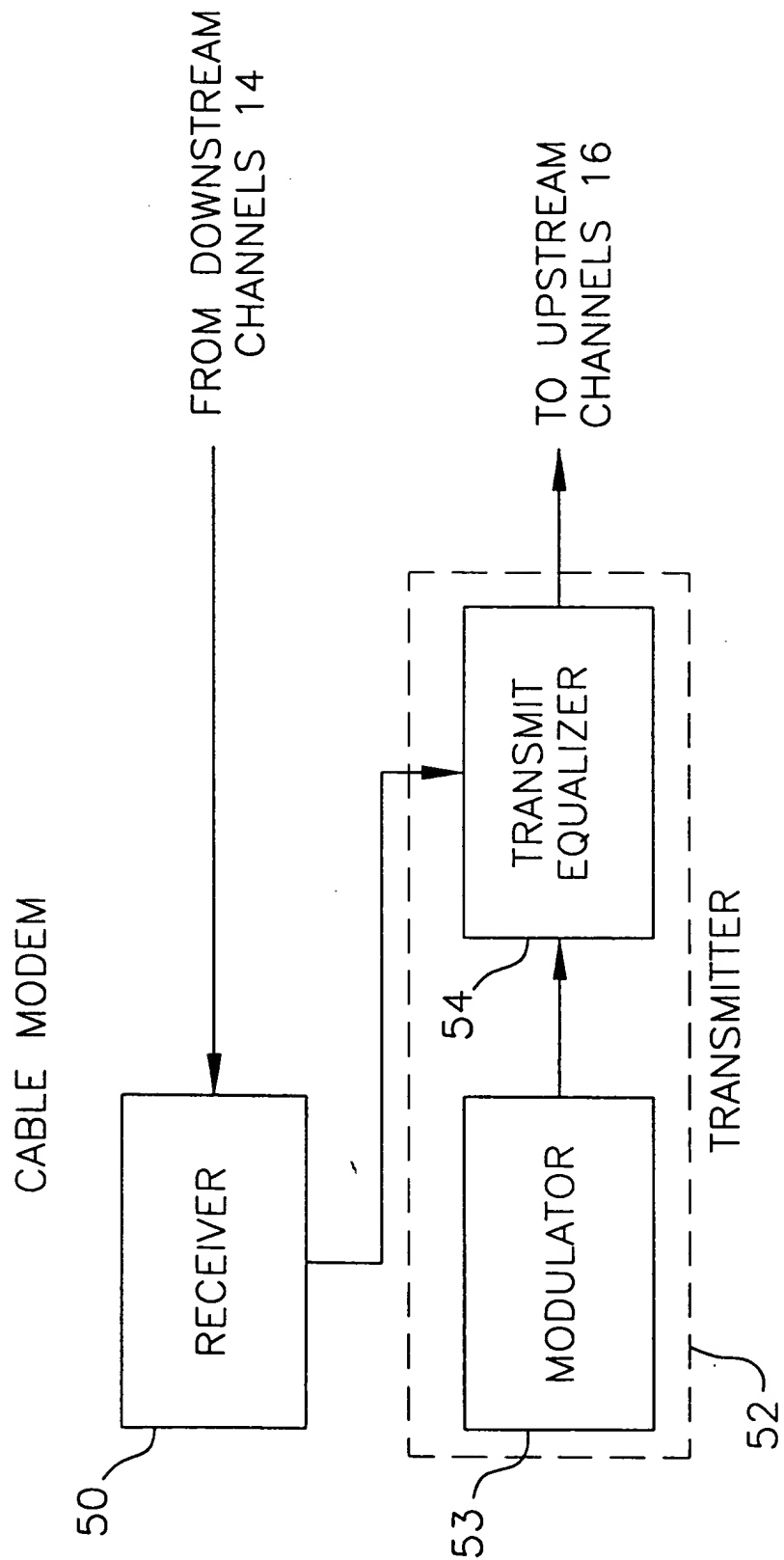


**FIG. 4**



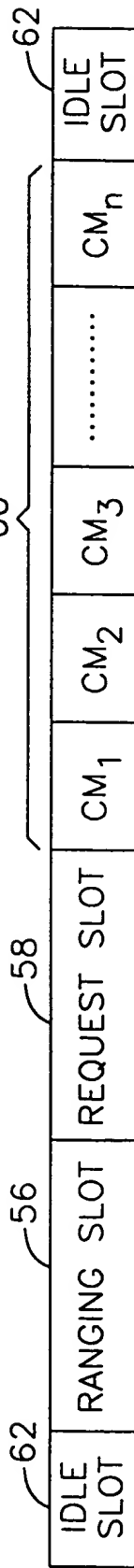
METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM

FIG. 5



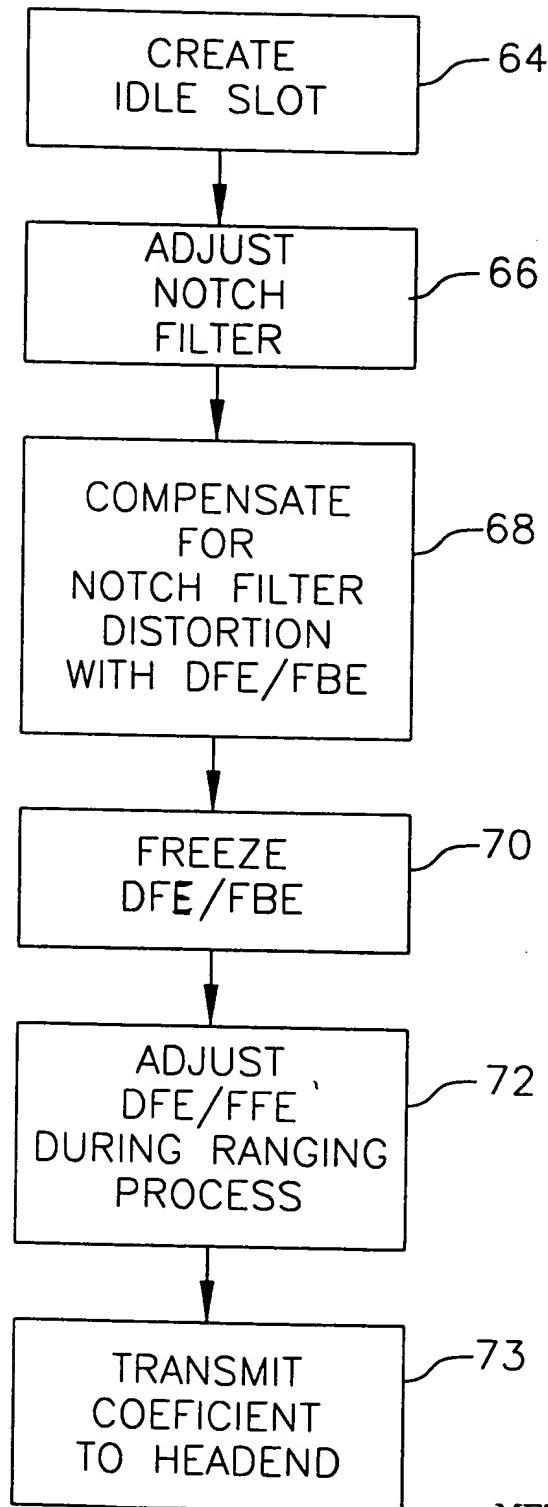
METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM

FIG. 6



METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM

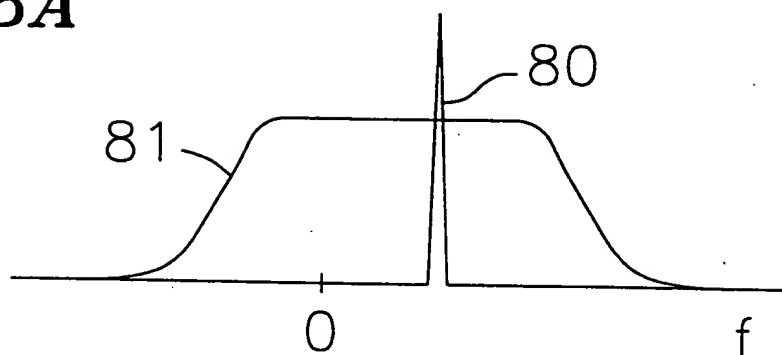
*FIG. 7*



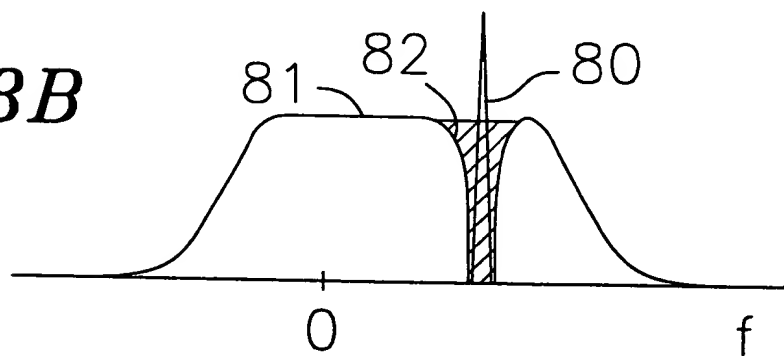
METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM



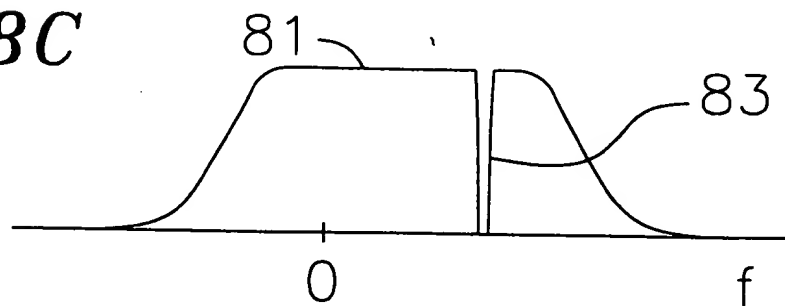
*FIG. 8A*



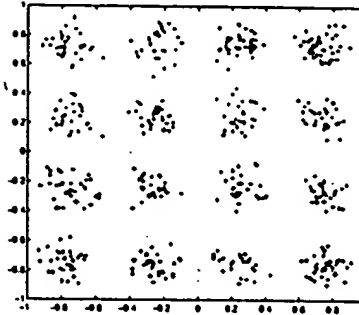
*FIG. 8B*



*FIG. 8C*

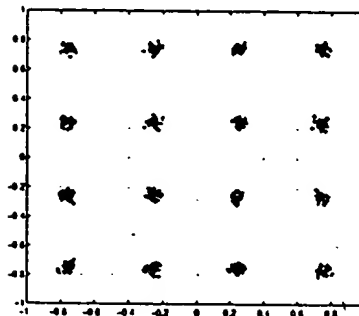


16-QAM Constellation  
*BEFORE NOISE REJECTION*



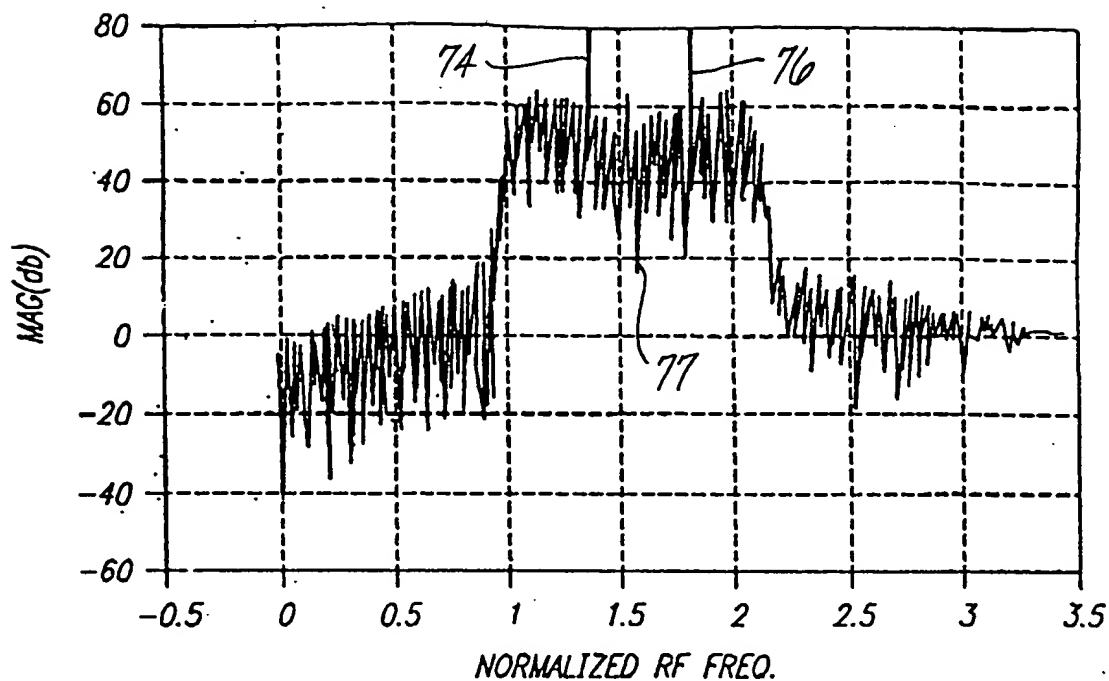
*Fig. 9A*

16-QAM Constellation  
*AFTER NOISE REJECTION*

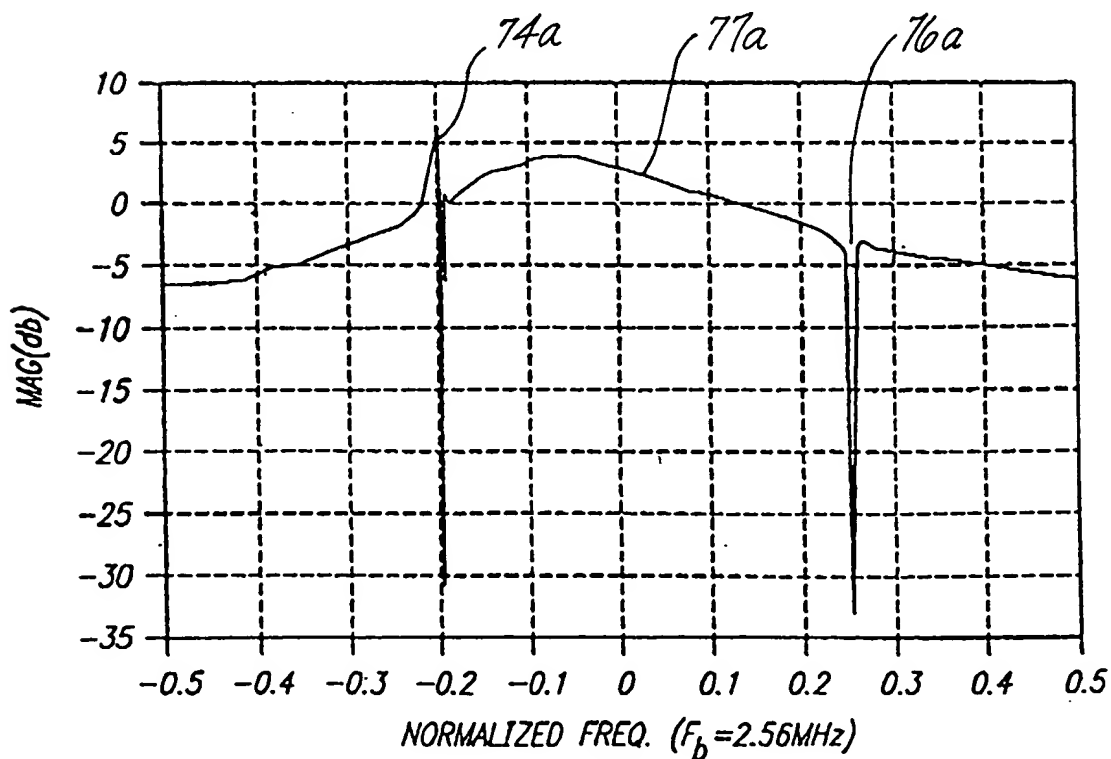


*Fig. 9B*

METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM



*Fig. 10A*



*Fig. 10B*

METHOD AND APPARATUS  
FOR REDUCING NOISE IN A  
BIDIRECTIONAL CABLE  
TRANSMISSION SYSTEM